NEW!

The only Saturn mag with a demo CD EVERY month!

Sonic Jam – Exclusive!

Full news and pictures inside!

SATURN POWER

No. 1

WIN! Every Sega Saturn peripheral ever released!

Pandemonium

Sega play the fool in our exclusive review!

Busted and tipped!

- Manx TT
- Soviet Strike
- Dark Savior

No CD? Not our fault, matey. Hassle the person behind the counter for another one.

Amazing CD!

- Tomb Raider
- Swagman
- Blam! Machinehead
- Fighting Force

INSIDE!

- First look at Fighting Force
- Actua Soccer Club Edition
- Bumper Manx TT review
- Duke Nukem
- Hexen
- First pics and news on Wipeout 2097!

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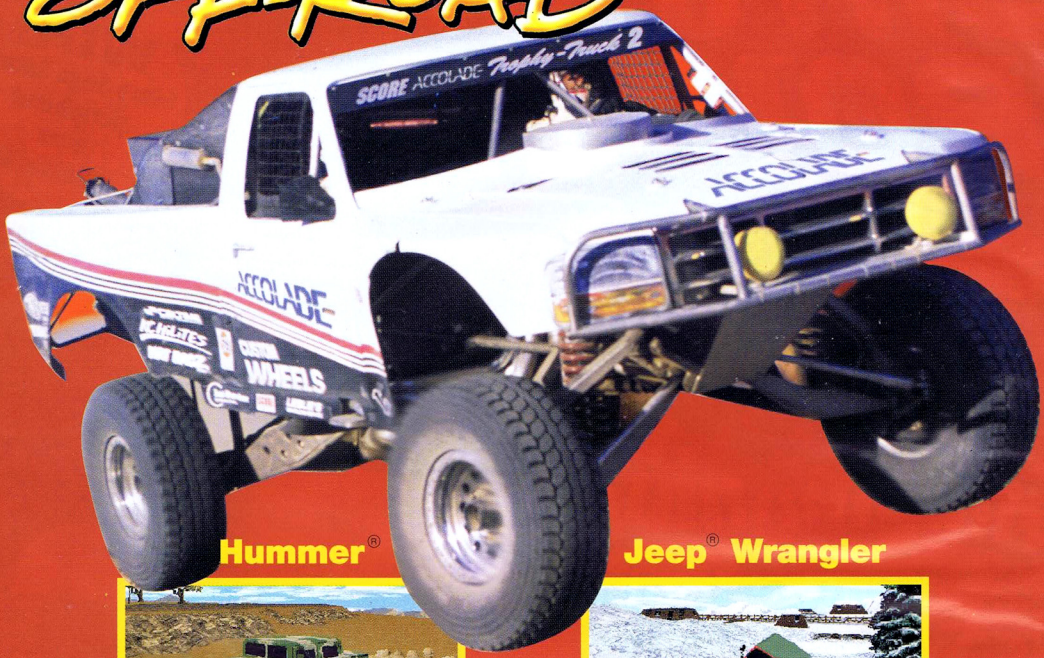
TEST DRIVE OFF-ROAD



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EIDOS INTERACTIVE

ISSUE 1
Welcome!

Well, this is it. After over six months of planning, meetings, debates and arguments, we've finally managed to complete the mammoth magazine you now hold in your hands. We looked at *Sega Power*, we analysed countless *Sega Power* surveys and reader response forms, we looked at our opposition and, in fact, we looked at any magazine we could get our hands on and the pleasing result is that we've managed to bring you a magazine that contains everything you'll ever want; from a cover disc each month to the latest European and import news, previews and reviews, the largest tips section you'll find and sections on everything from role-playing games to coin-ops and readers reviews... it really is all included here.

Saturn Power has some incredible things planned for the year ahead. With the likes of *Virtua Fighter 3*, *Quake* and *Duke Nukem* just around the corner, the Saturn has never looked stronger.

Enjoy the mag, fill out our survey and let us know what you think... after all, we couldn't have done it without you.

Dean Mortlock – Editor

17 Fighting Force

After the incredible *Tomb Raider*, Core come out fighting with the game that Sega wanted to nab off them for *Streets of Rage 4*, *Fighting Force*. There's an excellent rolling demo of the game on our CD this month, but there's more in the mag. Go with speed to page 17 for the full and exclusive low down on the game and an interview with the developers.

60 Pandemonium

After much bandying about, Crystal Dynamics have finally converted the impressive-looking '3D' platformer *Pandemonium* across to the Saturn. What you obviously all want to know is whether or not the visual excellence of the PlayStation original can be safely ported across with the subtle gameplay elements still safe, don't you? Our exclusive review kicks off our bumper reviews section.

38 Sega Europe

They take your money and produce some of the best arcade games in the world, but what are they really like? What plans have they for the rest of the year? How worried are they about the recent launch of the N64? How many sugars do they take in their tea? The answers to at least three of those questions are revealed in our exclusive interview with the marketing manager of Sega Europe.

Team Power

Dean Mortlock
Editor

Dean worked on *Sega Power* for nearly 60 happy issues, from Staff Writer to Editor and has been involved with Sega gaming for well over five years now. The undisputed expert on everything Sega and Saturn related, there's no finer authority in the Sega business. He's also fond of foreign food.

James Price
Production Editor

One of the youngest ever Editors in computer magazine history (at the tender age of just 18), James' wealth of gaming experience comes from years of playing Commodore 64 and Amiga games. Picked up his Sega knowledge as Editor of *Total Saturn* and now, thankfully, he's decided to bring his multiple talents to a publisher that'll appreciate them.

Lisa Kellett
Art Editor

After working her way through magazines as diverse as *Future Music* and *ST Format*, Lisa worked on our sister title *Gamesmaster* for a couple of years. A recent winner of a T-shirt design competition in *More!* magazine, she's the lady to thank for *Saturn Power*'s excellent look. Ring her up and tell her how wonderful it looks... NOW!

Saturn Power – Our Goal

Each and every month *Saturn Power* promises to deliver to you the finest news, previews, reviews and features from both Europe and around the world. We can guarantee this by having excellent contacts with not only all the major software companies but by also having access to experts in all fields.

We're proud of our independence from Sega and will use that to ensure that only we can bring you the full picture of what's really happening. That and a cover-mounted CD every month means that there's no finer all-round magazine package on the Saturn market. *Saturn Power*... everything for your Saturn and much, much more.

These arrow pointers will take you through the mag leading you to similar articles to the one mentioned on that page. In a helpful way, like.

Playlist

1 Swagman

Zak encounters a nasty green thing in a bobble hat. Club goers will recognise this sort of character...

Reviewed in the last issue of *Sega Power*, *Swagman* justly earned a more-than-creditable 86%. Comments from its four-page evaluation included the following...

'*Swagman*'s learning curve guarantees accessibility to young and old alike.'

'Should prospective buyers get over the initial disappointment of not have Ms Croft's buttocks centre stage during play, they'll find Swagman a worthy purchase.'

'A real breath of fresh air, *Swagman* is an unusual title that wouldn't look out of place in any software collection.'

So, we liked... nay, *loved* it. A fusion of Nintendo's *Zelda* games and Konami's popular *Zombies*, *Swagman* is a totally unique release for the Saturn. Our level one demo puts player in control of Zack. Wandering around his shattered home, there are puzzles to solve to progress further through the house.

Swagman Demo Controls

Up: Moves Zak up the screen.
Down: Moves Zak character down the screen.
Left: Moves Zak character to the left.
Right: Moves Zak character to the right.

Button A: Pressing the Button A will use whichever item is currently in Zack's left hand; *Swagman* starts with your player holding the Dreamcharged Flashlight.

Button B: This is the jump button. Tap the button for a small jump and hold it down for a higher one. Beware! Landing on enemies does not kill them, but takes Zees (energy) away from you.

Button C: Pressing the Button C will use whichever item is currently in Zack's right hand.

Button X & Z: Not used in demo.

Button Y: Moving the character next to an object such as a small crate, while holding the Button Y, will allow you to push or pull that object.

Left Paddle: Press once to access the Inventory Screen, press again to hide it and return to gameplay.

Right Paddle: Hold either down in conjunction with the D-pad to break into a run.

START Button: Pauses/resumes game.

2 Fighting Force

You can't play it, but you can't fail to be impressed. *Fighting Force* takes the group brawl beat-'em-up and brings it bang up to date.

To find out more about *Fighting Force*, turn to page 17 and read our exclusive first look. Alternatively, you see Core's forthcoming rucktastic masterpiece in all its glory by choosing the relevant option from our coverdisc menu. Rather than offer **SP** readers grainy FMV footage, Core have put together a rolling demo using the actual *Fighting Force* game engine. Even at this early stage, it's looking pretty damn fine. Go on, see for yourself...

Core's close links with Sega have historically provided Mega Drive and Saturn owners with some of the best third-party software money can buy. Over the past twelve months the Derby-based publisher have stepped into overdrive. After *Tomb Raider*, *Blam! Machinehead* and *Swagman*, who else could we do our debut CD with? Read on...

ISSUE ONE

3 Tomb Raider

Owner of almost every accolade known to quality software, *Tomb Raider* shares 1996's accolades with Nintendo's *Mario 64*. Both adhere to a similar principle – to be 3D platform games where graphical accomplishment is matched by gameplay, something the majority of their contemporaries lack – and both are, without a doubt, benchmarks for future software releases. Unless you can afford to own an N64 as well as your Saturn, *Tomb Raider* is the game for you. If you've not played it yet, one would wonder why not... before pointing you in the direction of this superb level one demo and demanding you 'get it on.' Or something.

Tomb Raider controls

Up: Run Forward
Down: Jump Back
Right: Turn Right
Left: Turn Left

Button A: Jump
Button B: Action
Button C: Draw Weapon

Tomb Raider is so marvellous, we almost feel compelled to INSIST you head out and buy a copy. Off you trot,...

Right Shift Button: Roll

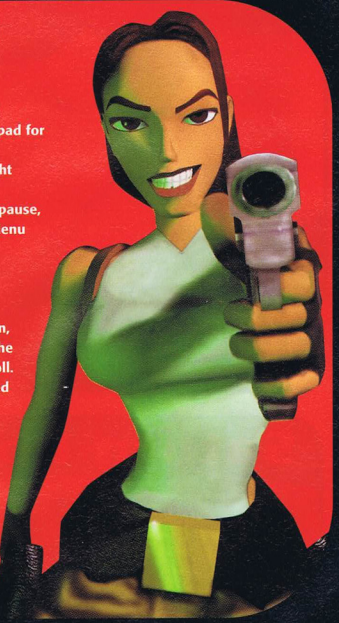
Left Shift Button: Walk

Button X: Sidestep Left
Button Y: Look (use D-pad for direction)
Button Z: Side Step Right

Start Button: Pause/unpause, whilst displaying the Menu Rings.

Tricks

For pleasing effect, try holding the walk button, jump and forward on the D-pad for a dive and roll. Action button 'B' is used to climb and grab ledges; try holding it down while hanging and move left or right. Lara's a versatile lady; experiment with *Tomb Raider*'s controls and you'll be surprised at the things she'll do.



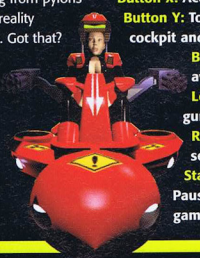
4 Blam! Machinehead

This is an unreality terminal. Using it makes things disappear, like walls and stuff. Use them to progress further...

Not only does this demo include *Blam! Machinehead*'s first level, it also boasts its excellent intro sequence... with, gasp, a decent plot behind it all. After your introduction to Dr Kimberley Stride, use the following controls to move her nuke-laden craft. You'll want to look out for cocoons hanging from pylons and unreality terminals. Got that?

Machinehead Controls

Up: Look down
Down: Look up
Left: Turn left
Right: Turn right
Button A: Reverse
Button B: Slide left
Button C: Slide right
Button X: Accelerate
Button Y: Toggle between full cockpit and full map mode
Button Z: Move through available weaponry
Left shoulder: Fire chain gun
Right shoulder: Fire secondary weapon
Start: Pause/resume game



To find out what we have on next month's CD, turn to page 93. Alternatively, skip that page and reserve yourself a surprise for May 28...

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Cover Story

Pandemonium

Despite being one of the most popular game styles around, the 32-bit machines were lacking any quality platform games... until recently.

Pandemonium received glowing reviews from most of the PlayStation magazines when it was released a few ago and now Sega have wisely converted it over to the Saturn. And, thanks to Sega (and our supreme talent) we've managed to bag the exclusive review!

60

Saturn Power Presents.....

17

Fighting Force

It's on the CD and it looks like being another jewel in Core's weighty crown... we are, of course, talking about *Fighting Force* and we've got the exclusive look and interview with the programmers.

20

Duke Nukem

We all know the pedigree of Lobotomy from their superb *Doom*-style game, *Exhumed*... but how can they cope with a far more detailed conversion? We show you the latest shots in our superior feature.

38

Sega Speak!

After the price drop of the PlayStation and the launch of the powerful N64, what are Sega planning to do to fight back? We interview Sega Europe's Andy Mee for the answers.

WIN!
Every Sega Saturn peripheral they've ever released! Competition on page 89!

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Turn over the page with much haste for the latest and greatest information direct from the recent Tokyo Game Show!

Frontline News

All the big players come out in Toyko to show off their major releases for the rest of the year at the Tokyo Game Show. Naturally we're the first with a show report.

Sega show off at the Tokyo Game Show

The Tokyo Game Show ran from the fourth to the seventh of April and we all knew it was going to turn up some surprises. All the major companies were there covering all the main formats but, unsurprisingly, it was Sega themselves that had the most to offer.

The most interesting news, concerned *Sonic Jam* (mentioned elsewhere in a larger form), but there was an astonishing amount of Saturn interest shown by most of the third parties there. In fact, out of the 459 games shown at the show, an impressive 140 titles where scheduled for a release in Japan. Now, as we all know, the majority of those titles won't make it to European shores, but it does show that (despite what some of the more sceptical pundits may have you believe) the Saturn is still as strong as ever.

Here's a rundown of some of the more interesting titles.

Sonic Jam : Mentioned in greater detail on the next page, but Sega took everyone by surprise with what is probably their most interesting *Sega Ages* game yet.

Last Bronx: Tucked away in another news story, Sega and AM3 finally showed a proper version of the game for all to see.

Project Sonic: Nothing at all is known about this intriguing title apart from the fact that it'll be released simultaneously worldwide in October or November. Oh, and I wouldn't expect a *Mario 64* rip-off – we're all positive that the Sonic Team will be concentrating in the speed. Unfortunately there was nothing to see on *Project Sonic* at the show.

Worldwide Soccer '98: After we exclusively revealed

Hot Gossip

Rumours, tat and other shaky mutterings from the dark alley of the gaming bronx...

WE'VE PLAYED IT! What? *Quake*, of course. It wandered into the office, full of cocky swagger and Sega treated us to one of the first playtests of an exceedingly early version of the game. The demo we saw was some of the first level, a couple of the weapons, but none of the enemies. What wasn't missing though, was the incredible smoothness and detail of the graphics. This will, without a shadow of a doubt, be one of the Saturn's finest hours. The version we played was based on an enhanced *Exhumed* engine (Lobotomy are doing the coding), but due to id's extreme paranoia and arseness, we weren't allowed to take any screenshots. Next month, though...

The bad news for everyone waiting for it is that Core's arcade/adventure title *Ninja* has been put back until next year. They want to wisely spend the time concentrating on *Fighting Force* and *Tomb Raider 2*, so they thought they'd wait until it could receive the attention it deserves. A large disappointment this may be, but from what we've seen of the title, it's more than worth the wait.

Scavenger, the developers of *Scorcher* and *Amok* seem to be having a few problems. Future projects appear to have been put onto permanent hold and calls and enquires to their American offices are met with either a continuous engaged signal or a fax line. Things, as they say, have looked better.

Arriving in September from Sega is the interestingly-titled *Atlantis*. Although very little is known about the game at present, we're assured that it's going to be wonderful, honest. Umm... oh, and it's coming out first on the PC, so keep an eye out for it there. Yes, that's it.

In a surprise move, Bullfrog have not only cancelled *Syndicate Wars* but ceased Saturn development altogether. Two more products, *Theme Hospital* and *Dungeon Keeper*, were in production and Bullfrog claim poor sales and

that the version of *Victory Goal* just released in Japan wasn't *WWS '98* and that a proper version would be launched in Europe towards the end of the year, Sega go and announce that fact at the show. It would seem that Sega have put in their list of requirements for changes and the developers are working on it now.

Gun Griffon 2: Now supporting the link-up cable and with a Netlink option to be included, *Gun Griffon 2* is looking to be a vast improvement on the original. A playable demo was at the show. The most improved feature about the game had to be its graphics.

Sega Touring Car: This was also confirmed at the show – although we've known for a couple of months that the game would be arriving on the Saturn sometime this year. There was nothing to see on it at the show, but expect further information over the next couple of months.

Resident Evil: Despite no further pictures or information being sent to the Saturn-covering Japanese press (and still no firm date for a European release), Capcom were showing a 50% complete version of the game – and it's looking brilliant.

SF2 Collection: Also confirmed from Capcom is their *Street Fighter* compilation. Containing a currently unknown mixture of previously-released *SF* games, this one should be out around Autumn.

D&D: Capcom's final Saturn announcement and a more strategic, role-playing type of affair from them.

Tactics Formula One: A formula one driving game with far better graphics than any similar Saturn title – although the emphasis is more on the strategy of the racing than the arcade part of the game.

Deza 2: A shoot-'em-up with a twist... you can create your own game entirely, from the alien sprites to the soundtrack.

Solo Crisis: A very-impressive looking 3D polygon role-playing game very much in the same style as *Final Fantasy 7* on the PlayStation.

Virtua Fighter 3: After we spent a sleepless night or two on our knees praying for an announcement from Yu Suzuki on the Saturn conversion of *VF3*, it would seem that the great man is holding out... maybe for a big story at the American E3 show in June. Who knows?

Sonic Jam – Four games in one!

The main Sonic game to be released worldwide this year is obviously going to be Sonic Team's *Project Sonic* (provisional title), but that hasn't stopped Sega from cleverly coining in on the Sonic name to give the Japanese and Americans something to tide them over until then.

Sonic Jam will appear on the Sega Ages label sometime in June in Japan and is little more than a compilation of all the Mega Drive Sonic games. You get *Sonic 1*, *2*, *3* and *Sonic and Knuckles*. The most interesting news is that the game is still backwardly compatible – so you can use the *Sonic and Knuckles* part of the compilation to access the hidden areas in *Sonic 3*.

The games themselves will be carbon copies of their Mega Drive forefathers, with only a luscious texture-mapped, total 3D intro section showing that the game's running on the Saturn. Here you can explore Sonic's world, enter the different games from their locations and check out things like the sound test and gallery – better than an intro screen. There's bound to be plenty going on and hidden in this section and some have even said that it's a taster of what to expect in *Project Sonic*.

Sonic Jam is down for a June release in Japan, followed by an August release in America. Don't expect to see it over here until the new year, though, as Sega Europe have commented that they don't want people to confuse it with *Project Sonic* – due for release in October/November.

general lack of interest caused the cancellations. This is surprising as *Syndicate Wars* was in such an extreme state of development, but Bullfrog say that Electronic Arts weren't keen on translating the title for the Japanese market and they didn't see the rest of the world as a viable enough market.

You probably haven't heard of the name *Warcraft 2* before, but what it happens to be is a rather impressive *Command & Conquer*-style game. With Orcs. And that. The joyous exaltations for Saturn owners are that the developers, Blizzard, have announced that a Saturn conversion is in the pipeline and will appear through Electronic Arts later on in the year.

It would seem that David James, the goal-keeper with Liverpool, has been fiddling a little too much with his joypad. Playing video games has, according to his bosses, affected his concentration and stopped him from performing at his peak – although that's only their excuse for his recent filthy record. In a moment of clear sense, David's banned himself from playing any sort of games until the end of the season.

Oh, and if you're even slightly worried about the N64 taking over things over here... don't. We spoke to some retailers and they confirmed what we already knew, the machine costs too much, there's not enough quality software and sales have dropped off dramatically – even in Japan. Not bad news, eh?

As well as our excellent competition in the *Bomberman SS* review (see page 75), Sega have also done a deal with GAME to supply a copy of the game with the six-player adaptor for the impressive price of £49.99. This deal will save you 20 quid and starts on the first of May.

Hudsonsoft are working on a new character-based platform game for the Saturn called *Willy Wombat*. Due out in Japan in June, we'll have more info and pictures next month.

Did you see it? Early in the morning on Sunday the 6th of April Sega showed a twenty minute advert showing off their Saturn and arcade products for the rest of the year. Although the ad appeared around 3am, it still managed to get a large response. And, for those of you who missed it, it gave away a phone number to get a free demo CD (the one that appears on the current issue of *Saturn Magazine*). So, as if you needed another reason not to buy THAT magazine, here's the number... (0891) 333400. Ring it and save yourself £4.50. Ha ha!

EXCLUSIVE: Nuclear Attack!

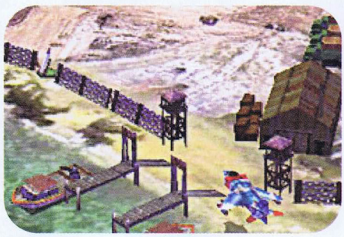
Nuclear Strike • EA • Autumn

Currently selling very well on the Saturn is Electronic Arts' *Soviet Strike*, but before the ink has even dried on our solution (pages 46-51 of this issue) news has already started to appear on EA's sequel, the equally as politically-correct, *Nuclear Strike*.

Yes folks, always current on the world's events, they've plumped for a stab at the shakey ground of nuclear war - the slogan for the game is 'Stop the war before it goes nuclear!' To delve a little further, the story centres around a mad dictator (don't they all, eh?) in North Korea who's holding the world to ransom with his own amazing arsenal of nuclear missiles.

From what we can tell from our early information and shots, you can expect a very similar style of gameplay (although it would appear that you can now zip about in different craft – helicopters and jets being two that spring to mind) and everything changes from the bleak grey concrete levels of Soviet Strike into more of a Jungle Strike enviroment... so expect plenty of vegitation and simple bamboo buildings that shouldn't prove that much of a resistance to powerful weapons and napalm.

These two pictures were taken from a development version and we've heard through our enormous and sturdy grapevine that the game will be released sometime in the Autumn, but expect a more detailed report to come out of the American E3 show in June. We'll be there... of that there is no doubt.



An Apology

We were hoping to get some pictures of Wipeout 2097 for you this month but, at the last minute, we were sadly unable to get them in time (only just, though). We can tell you , though, that the game will be a perfect copy of the PlayStation original and although a distributor is yet to be finalised, the money's on Sega for a release in the Summer. The soundtrack will, unfortunately, be from the Japanese version - so you'll miss out on the likes of The Prodigy, etc and some of the misting effects will be missing, but it should still look and play brilliantly.

To make up for it, though, we're promised an exclusive look behind the scenes at Perfect Entertainment, the developers of the Saturn version, so we'll have plenty of stuff for you next issue... and who knows what else we might be able to dig up.

Strike... The Series

From the original Desert Strike (released FIVE years ago!) to Soviet Strike, there's been a few of them, from the Game Gear to the Saturn... here's a list of them all.

Desert Strike

Jungle Strike

Urban Strike

Soviet Strike

Japanese News

Containing all that's new and improved from the gaming capital of the world.

Because dolls are more popular in the Far East and female dolls are still more popular than breathing, we can exclusively reveal the latest in the seemingly never-ending line of AM-inspired merchandise. Honey (the leading character from Fighting Vipers) has been turned into a doll and for the paltry some of 12,000 Yen, the Japanese can choose from either a red or blue doll - although whether the armour's removable or not is unsure. Ridiculous.

The good news from Japan is that Sega have recently (since the 25th of April) launched a budget software lable for the Saturn - called the Sega Saturn Collection. The series contains Virtua Fighter 2, Baku Baku Animal, Dragon Force, Layer Section and DX Game of Life (an unknown title released in Japan by Takara). There's a second series planned for later in the year but, strangely enough, Sega Europe have no plans to follow suit. The games, if you're interested, retail for

AM3's fighter revealed!

Last Bronx • AM3/Sega • Late Summer

One of the less surprising (but no worse for that) announcements at the Tokyo Game Show was AM3's first showing of a playable version of *Last Bronx*. Currently about 30% complete, the game featured just a small selection of the characters that'll be available in the final version, but it still managed to impress pretty much everyone who saw it.

At the moment the game's running at an impressive 60 frames-per-second and the detail is visibly higher than *Virtua Fighter 2*. But, like *Fighters MegaMix*, they seem to have sacrificed the hi-res mode for lighting and shading – although there's no news as to whether or not this will be true for the final version.

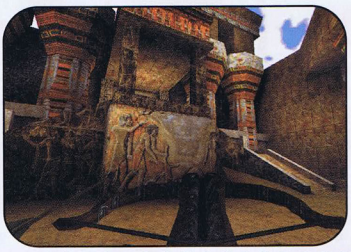
Although the finished game won't be with us for a good few months yet, we should be able to bring you a fuller report on what's likely to be the second best Saturn beat-'em-up this year next month.

Hexen 2 Saturn bound?

Hexen 2 • Activision • Winter, possibly

Although we're still waiting for definite confirmation from Activision, it would appear that they will be distributing *Hexen 2* when the game's released towards the end of the year.

Coded by Raven (the id-affiliated development company who wrote the first game), *Hexen 2* will use a similar engine to *Quake* (although, as you can see from these shots, they've beefed up the graphics engine somewhat). Activision claimed that the game will be far more interactive than the first one, with the fresh ability to 'chat' to townsfolk one of the new inclusions. Basically, *Hexen 2* will be more of a action/RPG game and as soon as we have the inevitable confirmation of a Saturn conversion, we'll let you know. Fingers crossed, Lobotomy may even be commissioned to produce the conversion...



Forthcoming Attractions

Many thanks to Dan at Electronics Boutique for their help with compiling this list. It's by no means set in stone, but it will certainly give you an idea of what to expect.

May

1	Bomberman
8	Scorcher
9	Assault Rigs
	Krazy Ivan
16	Killing Time
	Magic: The Gathering
	4-4-2
	Powerplay Hockey
23	Black Dawn
	All-star Baseball
	Megaman X3
	Super Puzzle Turbo Fighter 2
30	Battlesport
No set date...	Bedlam
	Tempest 2000
	ADIDAS Power Soccer International

June

2	Mortal Kombat 1&2
6	Battlestations
	Independence Day 4
27	X2

thought you'd like to know.

After the relatively average *Guardian Heroes* and their chequered history, we always await any new Treasure release with the serious amount of trepidation that it deserves. In this case, it might seem that any initial fears we have may be upheld. ***Silhouette Mirage*** is the name of Treasure's next title and, like a lot of their old Mega Drive games, it appears to be a platform game with outlandish weapons and 'cute' characters. No firm news on a release date in any part of the world but we'll certainly be following the progress of this one with interest.

Only in Japan... the latest craze on the jewelled isle are **Tamagotchi**, Virtual Pets. They've sold over three million of these things in Japan, they've set up helplines to combat depression when they die, creches are about to be set up and most Japanese restaurants and theatres have banned them. They're electronic and basically 'beep' at you when they need feeding, want to play is feeling a bit poorly or wants to go to the loo. By a combination of luck and good care, they should last you about a month, then you simply reset the thing and start all over again. The best news, though, is that Bandai are bringing them to the UK from the end of May and we'll be giving away a whole batch of them next month.

Hear me roar!

Jurassic Park 2: The Lost World • Sega • October

One of the first games to appear from the Spielberg-created American software development house Dreamworks will be *Jurassic Park 2: The Lost World*. Converted across from the original game to the Saturn by Appaloosa, the game should end up being a rather impressive beast when it gets its European release in September (or, more probably, October).

The game will contain over 10 very different levels, with you being given the opportunity to play any of the dinosaurs from the fim – depending on the style of level your playing – and Sega promise lots of sampled, rendered, FMVed nonsense from the film itself – which looks set to appear in the cinemas in August. Strangely, *Pandemonium* is the game most are mentioning as a comparison...

Win a tap!

Multi-tap • Saturn • Competition

These extra peripherals aren't cheap, it has to be said, so when you've got the chance to win one for nothing more than than the price of a stamp, then you've got to be onto a winner.

The best way to play games is certainly with a gaggle of you and, if you lucky enough to be swimming with friends and a couple of multi-player games, then you'll almost certainly want one of these Blaze multi-taps from Fire International (01302) 751428. Retailing normally for £24.99, we've got three of them knocking about the office and will happily give them away to deserving folk if they can answer the following simple questions...

1: How many players can you get on-screen all at once on *Bomberman SS*?

2: Hudsonsoft's *Bomberman* appeared on a now-obsolete format under a different name. What was it? To give you a clue, the answer can be found this issue.

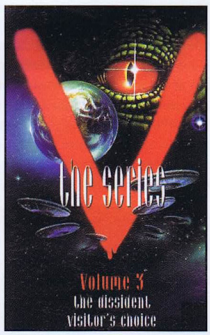
Send the answer to: Gaming Orgy, *Saturn Power*, *30 Monmouth Street, Bath BA1 2BW* by May 31. Thanks.

WIN! WIN! WIN!

Free Videos!

Babylon 5 • V – The Series • Competition

Fancy your chances of winning some free videos? Bit of a fan of science fiction? Course you do, course you are and here's your chance. We've got five packs containing a copy of *V – The Series, Volume 3* and *Babylon 5, Volume 22* (both recently released) and to win one of them, just answer these simple questions...

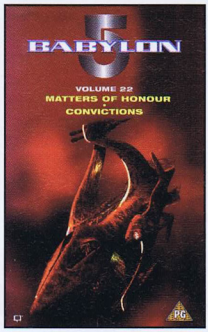


1) *V* was based on...

a) ...a thrilling show about Alien invasion?
b) ...a thrilling show about the 22nd letter in the alphabet?

2) Babylon 5 is...

a) ...a five mile long space station?
b) ...a wrongly-imprisoned collection of five people from Babylon?



Send your no-doubt correct answers to: Lost in Space, *Saturn Power*, *30 Monmouth Street, Bath BA1 2BW* by May 31 or forever hold your peace. All the usual rules apply and the editor's a twat.

WIN! WIN! WIN! WIN!

American News

News from the grand ol' Duke of Yor... no, only joking. It's the US of A section...

Sega recently held one of those infamous press conferences to announce that they're producing another game with HudsonSoft (the creators of *Bomberman*) called Virus. Initial news is fairly scarce, but we can reveal that Sega plan this to be one of the bigger Saturn games of the year (saying in interviews that they expect one in five Saturn owners to buy a copy of the game – figures claimed around the launch of *NiGHTS* last year). All we can glean so far is that it'll be a futuristic adventure, with plenty of CG-created robots and music from one of Japan's favourite pop bands, J-POP.

The rumours on the Saturn's upgraded machine continue in the US, with the latest reports saying that the machine (codenamed Black Belt) will be 64-Bit with a simpler Microsoft-based operating system. The graphics chips will be the PowerVR PX2 chip set, which include features such as mip-mapping and

Going cheap?

Saturn Action Pack • Sega • from now

Although there's a strong likelihood that, if you're reading this, you've already got a Saturn, there's hopefully still a fair few of you who might have picked this up in the newsagents and still haven't decided what system to buy yet. If you're one of those... then we can now reveal the answer to your prayers.

What's possibly the best collection of bargains ever seen is now seen hovering around the Saturn at a local gaming emporium near you. At the beginning of March Sega announced the Action Pack at £199.99 and giving you the machine, *Sega Rally* and *Worldwide Soccer*. Since the recent PlayStation drop, though, Sega have knocked ANOTHER £30 off that and there's still some brilliant other bargains to sniff out. Take a look at this...

The price is right

It's always best to shop around and, to save you the hassle of doing it yourself, we rang around a few of the main hardware dealers and they came up with some interest bargains. The Action Pack was sold mostly, but either of the Dixons deals are excellent if you want to shell out the extra cash.

Dixons:	**£199.95** (Including *Sega Rally*, *Worldwide Soccer*, *VF2* & *Alien Trilogy*)	**£269.99** (Including *Sega Rally*, *VF2*, *Worldwide Soccer*, *Fighting Vipers*, *Wipeout*, *Daytona CCE*, an extra controller and a steering wheel)
Electronics Boutique:	**£169.99** (Including *Manx TT* or *Die Hard Arcade*)	
Game Ltd:	**£169.99** (Including *Sega Rally* and *Worldwide Soccer*)	
HMV:	**£169.99** (Including *Sega Rally* and *Worldwide Soccer*)	

All prices correct at the time of going to press..

20 Questions

Gaming God or gaming spod? Try our fun, slightly tricky, wipe-clean quiz and check your answers on page 98.

1) Name the incredibly talented and well-respected team behind *NiGHTS*.
2) How many bikes are there in *Manx TT*?
3) And what sort of animal can you race on in the hidden mode?
4) What's the name of the main enemy in *Dark Savior*?
5) What was the name of *Pandemonium* when it was released in an altered form in Japan?
6) Who developed *Scorcher*?
7) Name the team responsible for the disappointing *Doom* conversion?
8) And, in that vein, who's converting *Duke Nukem* and *Quake*?
9) Which development team are about to release *House of the Dead* in the Arcades?
10) Name the lead character in *Torico*.
11) What's the number one game in our Top 100?
12) Name the two armies in *Command & Conquer*.
13) When is *Resident Evil* planned for release in Japan?
14) In what squad do the old *Sega Power* team feature in *Sega Worldwide Soccer*?
15) Who developed *D*?
16) Who commentated in *Actua Golf*?
17) Aanndd who commentated on *FIFA '97*... all three of them, please?
18) Who was the first editor of *Sega Power*?
19) And who was the last one?
20) What's the capital of Greece?

Make more of yer time on-line

Connect • New magazine • Future Publishing

We wouldn't normally do a news story on another launch, but seeing as this one's being done by the ex-*Sega Power* chimp Mr Crook and it's liable to be rather excellent, we thought we'd make the exception.

Those who still think the Net is still the domain of Spock-obsessed gibbering nerds are in for a big surprise. Boasting the biggest phonebill in the Internet industry, *Connect* is a brand new species of Net magazine. A guaranteed geek-free zone, *Connect* bypasses the technobabble for pure, unadulterated Net entertainment.

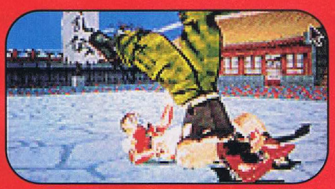
Each and every month, it will review and rate over 250 ace new Net sites in sections ranging from movies and music to comics and conspiracy theories and mercilessly prod the latest cyberfads with distinctive in-depth features. And if all that wasn't enough, the magazine also comes with an innovative free CD ROM that takes the finger-tapping frustrations out of lengthy down-loads by giving you instant access to the latest movie clips, music videos and game demos knocking about the Net.

The debut issue of *Connect* will be coming to a newsagent's shelving unit near you on Thursday May 29 and costs £4.99.

CONNECT

texture-filtering. It's supposedly slated for a late 1998 release in Japan and *Virtua Fighter 3* (an arcade-perfect version) will be the first game to run on it. The problem with speculation, though, is that you never know who to believe. An unknown Sega contact had this comment, "Sega is always working on new hardware and evaluating different technologies but we deny the current rumours because this is inaccurate information. I'm sorry but I can't tell you anything about our future plans at this time." More information (rumours or fact) should blossom over the next few months.

Temco has just announced that their 3D beat-'em-up, *Dead or Alive* will be ported across to the Saturn. Temco were one of the few companies lucky enough to be licenced to



produce software using Sega's Model 2 board and *Dead or Alive* is a pretty impressive attempt along the same lines as *Virtua Fighter 2*. The game should be released in America and Japan towards the end of the year, with a European launch shortly afterwards.

A couple of recent interesting announcements in the US are *Enemy Zero* and *Lunacy*. Although there's still no firm date or distributor for the excellent WARP game *Enemy Zero* in Europe, Sega of America have snapped it up over there and confirmation of this should be made at the forthcoming E3 show in June. *Torico* has just been released over there as *Lunacy* by the smaller company Atlus. We liked it over here and it would seem that the Americans are quite partial to it too.

Focus

Charts. Listings of what new can be found in games stores and a Most Wanted bit. They all have to go somewhere – where better than here?

The Charts

1	**Manx TT**	**Sega**
	92% • Top 100: 11	*(NE)*
2	**FIFA '97**	**EA**
	74% • Top 100: 93	*(NE)*
3	**Die Hard Trilogy**	**EA/Fox**
	91% • Top 100: 10	*(NE)*
4	**Fighting Vipers**	**Sega**
	84% • Top 100: 36	*(RE)*
5	**Soviet Strike**	**EA**
	87% • Top 100: 23	*(NE)*
6	**Tomb Raider**	**Core**
	95% • Top 100: 3	▼
7	**Alien Trilogy**	**Acclaim**
	83% • Top 100: 27	*(RE)*
8	**Sonic 3D**	**Sega**
	90% • Top 100: 37	▼
9	**World Cup Golf**	**Eidos**
	N/A • Not Ranked	*(RE)*
10	**The Need for Speed**	**EA**
	80% • Top 100: 77	*(RE)*

As always, in exchange for these charts, our special love parcels go out to Dorian Bloch at...

ChartTrack

Game of the month

Manx TT

Sega • 92%

Although the conversion of *Manx TT* was done in the UK by Perfect Entertainment (they of *Wipeout* and *Destruction Derby*), you can hardly see the join as it was severed from AM3.

The obvious lack of the beefy bike controller is, admittedly, a minor consideration. But the balance is made up to some degree with the fact that the game's is compatible with the analogue joypad – and it's a much better experience if you do have one.

To Summarise...

The game is reviewed AND tipped in this very issue, but, to summarise that, you get two tracks plus mirrored and reversed versions of those (four tracks in total), eight bikes to choose from, two hidden 'super' bikes, a two-player split-screen mode and a time-attack option (complete with ghost mode).

***Buy it if you like: Sega Rally, Daytona USA: CCE, GP Hang-On '95...* or generally racing around like a mad thing.**

Most Wanted

Although we usually get to play all the latest games whenever we want, there's always the few that, typically, we beg, drool and dribble over those games that are just out of reach... like this gaggle here.

Fighters MegaMix

Sega • June

It's a combination of *Virtua Fighter 2, 3* and *Fighting Vipers* and, simply put, the finest beat-'em-up ever to grace the Saturn. A preposterous amount of secret options, characters and extras mean that the gameplay is almost limitless.

Shining the Holy Ark

Sega • June

After many years we finally get a sequel to the excellent Mega Drive role-playing game, *Shining in the Darkness* for the Saturn and it's looking to be a bit of a peach. A full review will definitely appear next month. We're looking forward to this one...

Duke Nukem 3D

Sega • August

Some of the best news for Saturn owners this year is that the brilliant *Duke Nukem 3D* is coming out, it's being coded by the grossly-talented Lobotomy team (*Exhumed*? Remember?) and the PlayStation version is miles away... if ever. Hoo-bloody-rah!

Micro Machines V3

Codemasters • September

Delayed yet again – to coincide with the PC launch, apparently – the highly-praised 32-bit

The best of the rest...

With such a large selection of games now appearing every month you may certainly be justified in the odd cry or whimper for assistance. Therefore, these games are, in our humble opinion, the finest of the fresh crop available.

Die Hard Trilogy

Electronic Arts • 91%

One of our previous games of the month and finally (hopefully) released by the time you read this. *Die Hard Trilogy* is, without a doubt, one of the best uses of a license we've yet seen on the Saturn and a mixture of three completely unique games.

Developed by Probe the game contains an excellent 3D adventure shoot-em-up section, a good attempt at a different slant on the driving game and a fair *Virtua Cop*-style level. All wrapped up, though, it combines to make a superb package and a worthy purchase indeed.

Buy it if you like... *Daytona USA, Virtua Cop*, oh you know... something along those lines.

Dark Savior

Sega • 91%

Spawned from the twisted loins that delivered *Landstalker* onto an unsuspecting Mega Drive audience, *Dark Savior* manages, like that hugely under-rated MD game, to be a cunning mixture of role-playing game and arcade/adventure.

Large, detailed and involving, the storyline's surprisingly good for an RPG and the parallel gameplay means that there's plenty of opportunity to go back to the game even when you've initially completed it.

Buy it if you like... *Mystaria, Landstalker* (on the Mega Drive), *Story of Thor.*

Soviet Strike

Electronic Arts • 87%

After the throbbing success of the *Strike* series of games on the Mega Drive, updating it to the Saturn was never going to be the worst idea we'd ever heard but, to be fair, EA could have messed it up completely.

As it stands, *Soviet Strike* is more of the same but with much improved graphics, some impressive FMV and cut sequences and a general tart-up of the gameplay. There's some jerkiness in the scrolling, but the game still manages to be one of the better recent releases.

Buy it if you like... *Command & Conquer, Thunderhawk 2*

Swagman

Core • 86%

Quaint is a rather horrible word, but it sort of sums up what *Swagman* is all about. Two children, an evil despot, a mysterious bug man and an alternative dream world where everyone transforms into their monster alter-ego... all could be disappointing, but *Swagman* scores on its originality in gameplay, 'solid' rendered graphics, having a wonderfully atmospheric soundtrack and generally being 'large'.

It does lean quite heavily on the RPG lamp-post, but only in a 'pick up items and use them in specific locations' way. Most of the gameplay remains quite arcade-orientated and simple. Which is nice.

Buy it if you like... *Casper, Story of Thor,* wandering around in an adventure kind of way.

Die Hard Arcade

Sega • 88%

Not content with leaving the *Die Hard* license up to Electronic Arts, Sega decided to get in on the act with their strange attempt. Okay, so the game came first and the licence came later, but there is absolutely nothing in *Die Hard Arcade* to compare it to the film.

Apart from that, though, what you do actually get is the closest thing to *Streets of Rage 4* you're likely to see for quite some time and a pretty fair game, too.

Buy it if you like... The old *Streets of Rage* style games on the Mega Drive, *Guardian Heroes*, um... *Die Hard Trilogy*? Perhaps you're obsessed by the name John McClane. Or something...

update of Codemasters' frothy number keeps all the gameplay that turned small vehicles that always got lost down the crack in the sofa into a bleedin' lush game, but improves on the graphics by an indescribable amount.

Fighting Force

Core/Eidos • August

The game formally known as *Judgement Force* and always known as the title that Sega wanted for themselves (to be called *Streets of Rage 4*?), you can get a full and exclusive glimpse of the title on our CD this month, but expect everything that *Die Hard Arcade* achieved... only better.

Resident Evil

Capcom • September

Available in Japan a month earlier, Saturn owners will (finally) get their sweat-stained palms on one of the PlayStation's finest moments. A truly bowel-loosening experience and definitely one of our Most Wanted.

In the shops now

3 Dirty Dwarves
Sega • 64%
A couple of nice ideas, but average execution.

AMOK
Sega • 78%
Another okay game from the disappearing *Scavenger*.

Andretti Racing
Electronic Arts • 79%
Certainly not an *F1* beater, but better than *F1 Live Information*.

Black Dawn
Virgin • 84%
A close second to the excellent *Thunderhawk 2*.

Bug Too!
Sega • 70%
Some only minor improvements from the stupidly hard first game.

Lost Vikings 2
Interplay • 82%
Yep, not bad. Not bad at all.

Mass Destruction
Sega • 71%
A close cousin to *Return Fire* and sadly missing a two-player option.

Mr Bones
Sega • 72%
Lots of nice ideas, but they don't work as a whole.

Scorcher
Sega • 78%
A better game from Scavenger, but it should have been released a year ago.

Spot Goes to Hollywood
Virgin • 82%
Another game that missed its boat. By a mile.

Tempest 2000
Interplay • 84%
A definite classic and a bargain at 20 quid.

Tilt!
Virgin • 85%
Six tables and arguably the best pinball simulator on the Saturn.

Torico
Sega • 83%
One of the better graphical adventures around.

TOO HOT TO HANDLE!

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p89 Crazy cans
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Why you should ditch your aged stereo and invest in a sizzling separates system
Hardcore games
Secrets of the coin-op videogames that make the N64 look like a GameBoy
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❶ Blood and assorted corpses litter pavements during *Force*'s many fights ❷ The Coke machine at the back of this shot provides extra energy if smacked

Fighting Force

After re-inventing the platform genre with *Tomb Raider*, Core are set to revolutionise brawl-method beat-'em-ups this summer...

Mace Daniels
Age: 21
Height: 5'7"
Weight: 126lbs
Hair: Blonde
Eyes: Green
Vitals: 38-22-38

Mace is a private detective. No, really. She was probably one of those precocious teenagers, we reckon. Hates the evil Dr Zeng.

As arcade machines and home consoles started to become the oft-played mainstream monstrosities they are today, the fledgling beat-'em-up genre separated into two distinctive types. One of these eventually spawned *Street Fighter*, *Mortal Kombat*, *Tekken* and, of course, *Virtua Fighter*; one-on-one combat that with a number of sequential opponents. The other has seen *Double Dragon*, *Golden Axe* and Sega's recent *Die Hard Arcade* grace its line, amongst others. *Die Hard Arcade* is currently the first of its ilk to offer an advance for the group brawl beat-'em-up style. It is, however, alarmingly short.

'No puzzles – just secret sections!'

Fighting Force **programmer Mac Avory is a very busy man. Working to a September deadline with a dedication workshy fop journalists such as ourselves find hard to comprehend, in fact. However, he found a little time to spare in order to provide the following answers...**

SP: Could you name any influences that *Fighting Force* has?
MA: *Streets of Rage, Double Dragon, Virtual Fighter, Tekken 2*... in fact, most good fighting games.

SP: Some of *Force*'s combat ideas could been regarded as 'offensive' by a few indignant pro-censorship minorities. Do you expect a high ELSPA age rating or will *Fighting Force* be submitted to the BBFC? [Note for readers: *Fighting Force* includes stabbings and shooting people in the head. This, obviously, isn't everyone's cup of tea.]
MA: We're expecting the same sort of rating as the games mentioned above...

SP: *Fighting Force* will feature interactive backgrounds. How much will these play a part in the game?
MA: Backgrounds play a large part. Sections of the scenery can be broken down to be used as weapons (railings, pipes etc) and some parts will reveal hidden weapons. There are also secret sections holding pick-ups, bonuses and weapons. You can interact with loads of items within the environment; smash up cars, thump drinks machines for bottles of energy drink, pick up and throw trashcans...

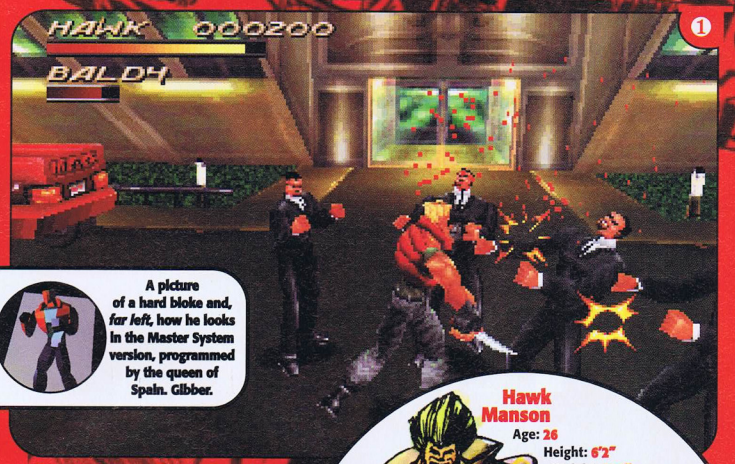
SP: Puzzle solving. Is there any?
MA: No puzzles, just secret sections.

SP: Is the soundtrack to *Fighting Force* being composed by the *Swagman* and *Tomb Raider* musicians? If so, what style will it be?
MA: Both of our in-house musicians will be working on the SFX and music. We want the style to be quite lively – aggressive stuff with thumping beats.

SP: Are there any plans to support Sega's Multi-tap, a link-up cable or (gulp) forthcoming Netlink Internet add-on?
MA: Not at the moment, but a link-up is being considered.

SP: When can *Saturn Power* readers expect to be able to play *Fighting Force*?
MA: The full version of the game will be out late September.

SP: Any last words?
MA: I'd just like to say that *Fighting Force* is really unlike any other – almost *Streets of Rage* in 3D, but so much more than that! We are going all-out on special effects, camera positioning and angles etc, so you can expect something very 'big' and really special... I would also like to mention that we'll be putting in an Arena mode so that players can enjoy a one-on-one fight as well.



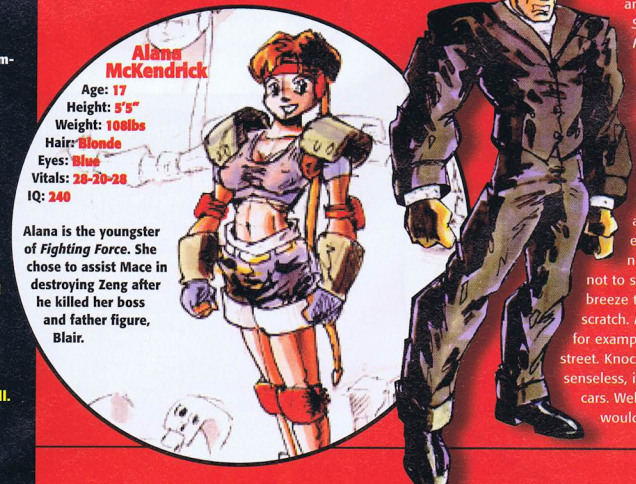
A picture of a hard bloke and, *far left*, how he looks in the Master System version, programmed by the queen of Spain. Gibber.

Core's forthcoming *Fighting Force*, by contrast, is enormous. Weaponry, multiple stages and interactive scenery – not to mention using polygons as opposed to sprites – make *Force* a substantial stride forward from, for example, the comparative dawdle of the 16-bit *Streets of Rage* titles. 'At the moment, there are over one hundred moves per character,' boasts Mac Avory, *Force*'s programmer, 'but we're working on more all the time.' This in itself is a major progression for 'brawl' method beat-'em-ups. *Double Dragon* boasted moves to rival the rather simplistic two-character fighters of its time, but for a modern equivalent to offer the same is quite remarkable. *Fighting Force* will be invading *Virtua Fighter* territory in other ways, too. For those who don't take anything more than a mano et mano encounter seriously, Avory has a jab punch aimed for your wallets circa September: 'We'll be putting in an Arena mode so players can enjoy a one-on-one fight as well.'

Core haven't just skipped from genre to genre with their Saturn releases; they've also provided a spectrum of violent endings for both players and their on-screen opponents alike. Starting with an exploding chopper in *Firestorm* – be sensible, now – the jewel in the Eidos crown have coded ground-zero atomic meltdown for Kimberley Stride, God-knows how many deaths for Lara Croft and a... hmm, a rather 'cute' fall into the Swagman's maw for Zak and Hannah in, um, *Swagman*. *Fighting Force* eclipses all of these in terms of sheer pixel-based brutality. The worlds of hurt that thousands of frames of polygon animation promise are almost entirely visited upon opponents... but that's not to say that players can breeze through without a scratch. *Force*'s first level, for example, is fought on a street. Knocking opponents senseless, it's wise to avoid cars. Well, you would, wouldn't you?

Hawk Manson
Age: 26
Height: 6'2"
Weight: 196lbs
Hair: Blonde
Eyes: Blue
Biceps: 36"
Chest: 48"
Neck: 20"
IQ: 187

Hawk was once a peace-loving kind of chap, but turned nasty after too many fights. He has hired his services out to Mace in her quest to destroy Zeng...



Alana McKendrick
Age: 17
Height: 5'5"
Weight: 108lbs
Hair: Blonde
Eyes: Blue
Vitals: 28-20-28
IQ: 240

Alana is the youngster of *Fighting Force*. She chose to assist Mace in destroying Zeng after he killed her boss and father figure, Blair.

Ben 'Smasher' Jackson

Age: 29
Height: 6'5"
Weight: 280lbs
Hair: Green
Eyes: Hazel
Biceps: 48"
Chest: 60"
Neck: 26"
IQ: 106

A convicted felon, Smasher is released from jail in order to assist Mace in her quest to rid the world of Zeng. Enormously strong, he can lift small cars and throw them at assailants.

❶ The guv'ners in the suits appear to be loosing a little claret. That'll learn 'em. ❷ Have you noticed how bodywarmers are becoming trendy? It's a travesty of fashion if you ask me ❸ Mmmm. Organised crime... ❹ Although those guys look intimidating in those suits, a few well-aimed kicks will ensure certain sacks aren't so happy... ❺ All was quiet and no-one was stirring – not even a mou... well, apart from that rat just off camera making a sandwich. Git. *Every time* I want to tell a story and use my 'stirring' line, he bloody starts. I won't even *tell* you what he did in my chocolate raisins that once. As for that shrieking wife of his, *well*...

Dr Zeng

Age: Unknown
Height: 6'3"
Weight: 200lbs
Hair: N/A
Eyes: Grey
IQ: 300+

The evil crime boss. Players can't control him, but they can spend hours giving his goons a hiding. He's about as popular as Noel Coward in a Yorkshire working men's club, with all and sundry keen to bestow a kicking upon his person...

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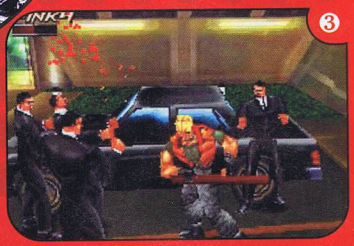

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Fighting Force's scenery plays as much a part in its free-for-all violence as its various fists, feet and heads do. Electrical stores provide a healthy yield of expensive equipment, parked cars are damaged if hit and elevators are, much as in real life, something to not get thrown out of. These interactive backgrounds are complemented by Core's innovative viewing system. Stages are presented in either full 360 degree or semi-3D; the switch between the two facilitates different level styles.

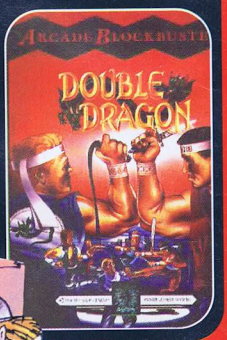
Rather than, say, a *Tomb Raider* view that follows a character – which would be woefully inadequate or even unusable for two-player action – *Force*'s camera pans around to show the action in an intelligent manner. There are, obviously, limits. With two joypad-holding participants moving away from each other, the game camera will pan out, stopping well before the view becomes obscure. This may sound obvious, but the sheer scale of a selection of the levels in *Force* isn't.

Despite being four months short of completion, *Fighting Force* oozes promise. Its programming team are adding new elements almost in tandem with the completion of existing ideas; current suggestions being aired in the Core office are that a link-up option could be on the cards and save points or passwords may be used. Here in the **Saturn Power** office, we're having an inkling of our own – largely to the effect that a certain recent Sega arcade conversion could be utterly eclipsed at the end of this summer.

● ***James Price***

Enter the Dragon

Double Dragon **is one of the best beat-'em-ups money can't buy. for the Saturn. If you look around a dodgy arcade or fairground amusement hut, you might just find a machine. Take plenty of cash...**



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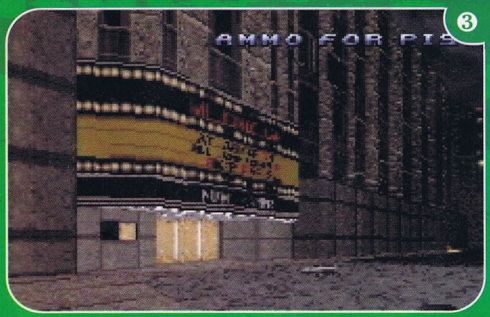
For a rather more visual indication of *Fighting Force*'s undeniably high pedgree, take a gander at our exclusive demo on this month's CD...

Duke

Rivalled only by *Quake* as the choice multi-player game on the PC, *Duke Nukem* is arguably the most imaginative *Doom* game so far devised. With Seattle-based Lobotomy handling the conversion, Saturn owners had reason to start saving their pennies for August...

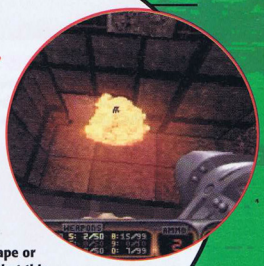
Too many games throughout history (and films, for that matter) have begun with an on-screen hero entering an alien spaceship. The traditional reason for this invasion of Xenomorph property? Preventing the destruction of society as we know it, folks. But how many gun-toting supermen have entered said extra-terrestrial craft and, in tones that speak of gravel and roll-ups, uttered the immortal words 'No-one steals our chicks... and lives!'?

Duke Nukem first saw life as a 2D platform character, hopping around gaudy sprite-based backgrounds. After two such episodes of PC shareware gaming — UK gameplayers unfamiliar with cult American software may remember Core's debut, *Rick Dangerous*; there are numerous similarities between that and the first *Nukems* — programmers 3D Realms added more than an extra graphical dimension with the release of PC *Duke Nukem 3D*. They added an attitude; a central character and environment that promise sleaze, violence and, marking a departure from the basic *Doom* theme, a fine line in adventure-style puzzle. Most importantly, in terms of *Nukem*'s 'style' content, Duke is a twisted version of the all-American hero. Stood before a urinal, he uses it for the purpose intended and punctuates such unusual pixel-based behaviour



❶ The start point. Duke's crippled spacecraft crashes behind the building as the adventure begins... ❷ The devastator weapon is arguably the best in the game ❸ The cinema on level one. Rude movies ahoy! ❹ Duke looks around for airborne enemies. ❺ The boot may not be the most effective of Duke's weapons, but in this picture it's proving useful... ❻ The devastator weapon is just as good at long range. ❼ The alien in the distance is in [Tweety Pie voice] biiiig twubble...

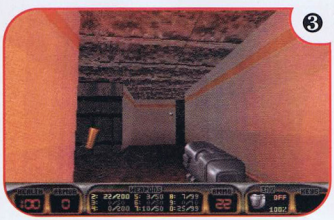
If looks could kill...



Duke Nukem on the PC suffers from poor paralaxing. No, really. In essence, this means that when you look up or down, after scrolling for a while buildings and other such objects appear 'stretched' and generally unrealistic. While this didn't impede gameplay in any way shape or form, it's nice to note that this innocuous flaw won't be present on the Saturn version. If you want stretchy buildings, you'll just have to go cross-

Have you seen the light?

As fans of Lobotomy's *Exhumed* are aware, the Saturn is perfectly capable of producing light sourcing. *Duke Nukem*'s Saturn conversion will, amazingly, feature examples of this that a considerably better than on the PC original. Don't believe us? Check these early pictures...



❶ Red light accompanies close-range explosions. This also acts as a warning: a screen as red as this means the rocket hurt Duke too. ❷ A corridor. Just an average, common-or-garden corridor. Until... ❸ ...gunfire illuminates its walls in an exaggerated but pleasing manner. Cool. ❹ Green explosions create green light. ❺ Just look at the vapour trail on that rocket...

with a satisfied growl of 'Ahhh... that's better.' He even gives money to strippers.

Unlike titles touting *Iron Man*, *Superman* or *The Incredible Hulk* (or other such sanitised saviours), Dukes's adventures will arrive on Saturn with an 'R' (restricted) rating in the US; a similar UK equivalent will follow. Despite early rumours that certain 'elements' of *Duke Nukem's* content could be removed, Sega of America are happy to allow a perfect conversion.

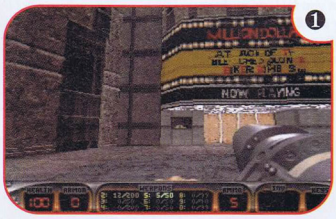
Or, for that matter, a better conversion. Lobotomy's *Exhumed* was a technically-excellent indictment of those who malign the Saturn's ability to handle 3D visuals. It may not be able to match the PlayStation in terms of basic polygon handling abilities but, by way of dedicated programming, the Saturn can handle light sourcing, 60fps movement and other such graphical glamour. Showcased in *Exhumed*, a tweaked version of that original engine will make *Duke Nukem* a visual tour de force, with the inherent playability of 3D Realm's PC original providing the hook that is gameplay.

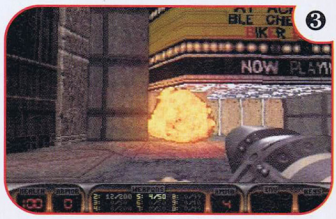
One element of *Nukem* that assured its popularity is the network-based Dukematch (*Doom*'s equivalent was called the Deathmatch. Geddit?). This is, in some ways, a stumbling block

Nukem

Sneak preview...

Games of *Nukem*'s genre have a 'worldly' feel few other game types can match. In *Doom*, assailants spot your character and react immediately. In *Duke Nukem*, you can catch 'em unawares if you're clever. As these screenshots illustrate, it can be as much fun catching out the console this way as it is a human Dukematch competitor...





❶ Off in the distance, what looks like a figure can be seen in the cinema. ❷ A close examination confirms that there's an alien lurking in there... ❸ Eat this! Duke picks off the ill-fated xenomorph from a safe distance.

❶ Yum. Brains everywhere and spent clip flies through air as Duke gets down to business. When he reloads, you get the on-screen animation to prove it ❷ The infamous pig policemen, bane of PC owners everywhere and, soon, Saturn users too. ❸ Alien gets boot in mush. Note that Duke wears blue jeans and what appear to be DMs, for both comfort *and* style. Yes.

for coders Lobotomy. As Sega Europe have no official link cable – and, at the time of writing, no plans to release one – UK users may be under the disillusion that there isn't such a peripheral available over here. Wrong. Manufacturers Blaze have recently released a Saturn link so, should *Nukem* support it, hauling both TV, Saturn and arse over to the house of a friend should become an acceptable pre-fun irritant. Lobotomy are also considering supporting Sega's Netlink, due for launch in Europe this autumn. This could offer players the opportunity to play *Nukem* as it was intended; a multi-player brawl where you massacre friend and stranger alike. With Sega America sure to encourage their contracted coders to include this option, there just remains the trifling matter that is buying a Netlink add-on, paying huge phone bills and fees to a service provider...

For those who haven't played or heard of *Duke Nukem*, Saturn owners disappointed with their version of *Doom* are set to receive an altogether better title. id's genre-starter offered corridors and nondescript rooms. *Nukem*'s various locations are lavish in comparison. Artfully constructed, their sheer detail, number of secret areas and individual idiosyncrasies make it a progression comparable to that of *Doom* over predecessor *Wolfenstein 3D*. With so much to find, playing isn't just a matter of overkill punctuated by a full-stop level end. That's not to say that blasting action is forsaken in favour of clever touches. *Duke*'s arsenal of collectable weaponry is impressive and, with a shrinking ray that reduces enemies to boot sole fodder, somewhat outlandish.

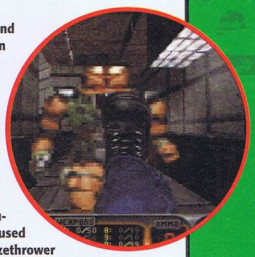
Saturn *Nukem* is still in a very early stage of development, with – at the time of going to press – a mere two levels from its LA Meltdown section being playable. Despite its rough-n-ready appearance and lack of real 'direction', its first level is the epitome of promise. Fast, smooth and detailed, its first-person visuals are, without doubt, some of the best we've seen for the Saturn. Fire a missile along a tunnel and, sure enough, its jet stream illuminates walls as it approaches its explosive encounter with a pig. Of the early enemies included, *Nukem*'s 'pig policemen' are fine to behold from a safe distance. They're as ugly at close range as they are from afar but, wonder of wonders, pixelisation is kept to an almost non-existent minimum. Much the same applies with general scenery; trotting alongside a wall and past a flaming car – a scene from *Duke*'s first level – you could hardly doubt the quality of the 3D engine in use. Sega certainly don't – at the time of going to press, not only are they bursting with pride at *Nukem*'s progress, they've also handed the reins of their much-vaunted *Quake* exclusive to Lobotomy. If there were to be any greater praise than that, perhaps it would be this: Come this Autumn, *Duke Nukem* will be *the* game to buy, at the expense of all others. Hell, if it supports multi-player action, it might even be worth purchasing a Netlink too – but then again...

James Price

Who wants some?

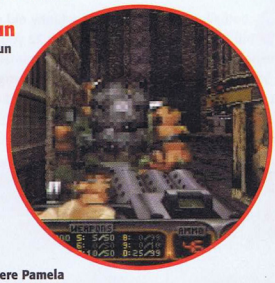
Duke Nukem **is a veritable festival of weaponry and bloody finales. Each piece of firepower has its individual ammunition supply and characteristics. Knowing when and where to use each one is part of *Nukem*'s unique (or should that be 'unuque'?) appeal. Here are a few of *Saturn Power*'s favourites...**

The Boot

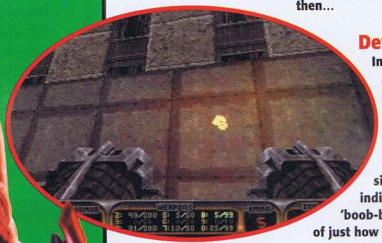


With all ammunition spent and enemies all around, Duke can rely upon his hoofing great boots to stomp his way out of trouble. Well, sort of. Charging across a room to set about a heavily-armed foe with a piece of leather is a tactical move only rivalled by, for example, British military tactics at the Somme in terms of sheer stupidity. The boot can also be used in conjunction with the Freezethrower to shatter iced enemies.

Chaingun



The chaingun is perhaps the best all-round weapon Duke can use. Faster than the shotgun, it's easy to use this handy piece of kit in short bursts, thus conserving ammo. Chains have, throughout modern history, proved troublesome for males everywhere. You're riding on your bike when, suddenly, the dammed things fall off. You get oil all over your clothes, your mother gives you hell and then...



Devastator

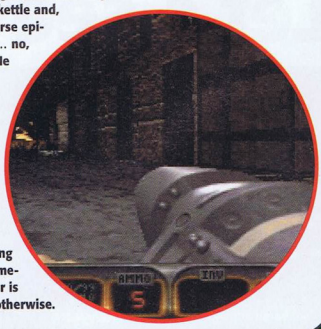
Imagine the mess were Pamela Anderson Lee to be aboard a Space Shuttle. Rocketing up towards the higher levels of the Earth's atmosphere, the silicone inside her ample bosom begins to expand and then... KABLOOIE! *Baywatch* Babe Bits Blow Shocker! Now imagine her giving Melinda Messenger a piggy back at the time. Mel, having had a similar operation, suffers the same indignity. Picture the double stereo 'boob-boom!' and you'll have a good idea of just how the Devastator works...

Freezethrower

The Freezethrower doesn't actually kill Duke's enemies. It solidifies his assailants in a icy pose, unable to move or shoot. Should a player switch to another weapon and shoot it at the immobile figure before them, the enemy shatters into numerous tiny pieces. This, obviously, has its uses... If you're a cool player, you'll use the boot to smash 'em...

Shrinker

Arguably the most evil weapon in the entire of the history of everything. Ever. Fire this gun at your opponents and they begin to shrink before your very eyes. Eventually, their size reduction slows to a stop... but, by this time, they're mere inches high. Duke then begins to boil a kettle and, with a course epithet, pours... no, only joking. He just stands on them. Quick, clean and easy. The 'squish' noise is worth a wince, though.



Rocket Launcher

Rockets are devices not to be messed with. However, with Duke at the correct end of the barrel, explosive shots cater for fun and effective disposal of enemy troopers. At least, that's how it's supposed to be. Unfortunately, along with the realistic-looking environment, Duke is handicapped by the fact that, if something explodes, it damages him too. The rocket launcher is great long-distance firepower, but somewhat limited otherwise.

Actua

Football, eh? Apparently, it's a funny old game, but I've yet to see the humour in 22 young men running around a lawn after an inflated animal skin for 90 minutes, but maybe that's just me... maybe I'm just missing the point. Maybe I need to spend a bloated sum of money to stand on the terraces of Swindon Town to watch them hobble around like over-dosed geriatrics to be able to fully appreciate the subtle intricacies of our nation's main sport. Computerised football games, however are a whole different (ahem) ball game altogether. Sit me quietly infront of any of the best of them and you're guaranteed a content Mr Mortlock as I mercilessly crush all the feeble opposition that stand before me like lambs to the slaughter.

Now Gremlin are hoping to steal back some of the big thunder created by Sega's *Worldwide Soccer* (that presides at the mighty position of 6 in our top 100) by bringing us an updated version of their classic *Actua Soccer* game that originally made big things on the PlayStation. After we all stared in envy through the misty window at the PlayStation-playing friends of

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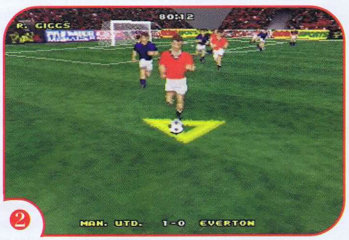

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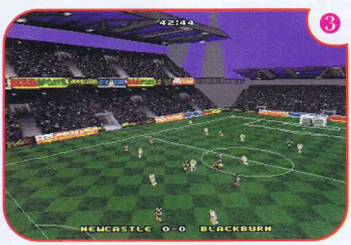

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1 Lining up for the start of the next match, and say hello to Paul, your referee for today. 2 Try as he might, David couldn't escape the mutant yellow triangle. 3 It's possible to get a good view of the stadium... if you do so wish. 4 Is this what they call a goal kick? 5 David's paranioa increased on the arrival of the mutant yellow SQUARE! 6 Throw it man! Throw it away before it explodes! 7 You can call up a substitution at any time, but it only comes into effect when the ball goes out of play. 8 Look at them... grown men running around like confused ants.

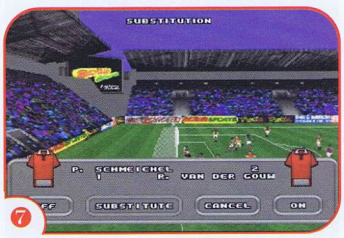
Let's see that again, Brian

So, here I am. Deep in the opposing half and striding through the defence like a erect Trojan.

With the grace and smoothness of a Gazelle on acid, I easily skip over one defender...

...and with more cunning than a paranoid fox, I dance around another defender.

After the mixed response gleaned from *Euro '96*, can Gremlin improve matters and take on the might of the swaggering *Worldwide Soccer* from Sega with an update of their *Actua Soccer* engine?



Actua Soccer

ours with *Actua Soccer* all that time ago, we couldn't fail to be impressed by Gremlin's impressive motion-capturing (they have the biggest and best studio in this country, apparently) and graphical detail on the players. All we had to content ourselves with was the awful *Victory Goal* and the not-that-much-better *FIFA '96*, but that was well over a year ago, and that (as we all know) is a long time in computer gaming.

Gremlin were one of the first companies in this country to delve into the murky waters of motion-capturing and used the dubious talents of the Sunderland goal-keeper Chris Woods (amongst others) for the job – which doesn't quite explain why the keepers are so responsive. As is also the standard of sports titles these days, some confused and techno-crippled commentator was roped in to do the commentary for the game – in this case, Gremlin roped in the velvet-tonsilled and very well-known in 'those' circles Barry Davies to perform the dirty deed.

The intially-impressive *Euro '96* used a very similiar engine to this game and, although we later found some irritating flaws in the gameplay of that game (the keepers were far too hard, shooting with any amount of accuracy was incrdibly difficult and the passing wasn't that intelligent - to say the least), we're hoping that Gremlin have ironed them out for the *Club Edition*. Although the polish and presentation of *Euro '96* was certainly up to scratch, some of the intelligence of the computer-controlled characters wasn't that hot.

What *Actua Soccer Club Edition* offers you is the original game, plus all the major twenty national club teams in the Premiership league (including profile photographs of all the players – although that option wasn't installed in the early version we were sent for preview), some updated commentary by Barry and seemingly little else.

Apart from the obvious inclusions of any standard football game (players, pitch, ball, goals, etc.), the actual options in Actua seem quite sparse. There's the choice of a one or two-player game, a ordinary game or a season (with the choice of up to 20 players –

To bask in the glory of your obvious brilliance (or mine, in this case) you get the full option to playback the last eight seconds of play at any point in the game. Nicer than that even (if you as sadly anal as I'm afraid that I must admit to), you can replay it in any one of five different speeds... that all run as smooth as silk.

I'm free! I'm right on goal, up for a shot and it's only the keeper to beat!

Argh! I shoot! It must go in, it simply must! I can't miss from this range! IT'S... GOING... TO...

... sail... past... the... goal... and... miss... completely. Oh arse! Back to the studio then, Alan.

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1 The kick off usually means the start of the game... 2 ...and half-time means that the game's half over. Get it? 3 West Ham in 'Getting the ball into the opponents half' shocker! 4 Looks a bit like a chessboard, doesn't it? Eh? Oh, stuff you, then. 5 That's about as close as the detail gets. Not bad, though. 6 A mid-table position isn't bad and if you don't agree and would like to take it outside I'll be more than happy!

6

with each of you taking a team) and an arcade or simulation mode (in the simulation mode, the players react much more accurately to the conditions of the game; they get tired as the match progresses and injuries and knocks from other players affect them much more). Apart from that, there's very little more I can say about the game until we get to play the game to death when we review the game in the second issue of **Saturn Power**.

On the options front, Gremlin have obviously gone for the appeal of the Premier League and having all the correct teams and players is a certain advantage, but (and at the end of the day, Alan/Brian/Jimmy/Kevin – please insert football commentator of your choice here) football IS a peculiar old sport, the computerised versions are very similar and although there's been a fair few football games released on the Saturn, there's only one real winner at the moment... which is a point that leads me nicely into the final paragraph.

So, let's take a look at the opposition. To be fair, *Actua Soccer Club Edition* really only has two of them... the superb *Worldwide Soccer* and the 'so average it hurts' *FIFA '97*. Any game that puts itself up against Sega's game have to have testicles the size of bowling balls, but *Actua* does have the pedigree. But is it too late? Should they have released it last year, the same time as the PlayStation version? Does it matter? Eh? The calming answers to those fevered questions will not only hopefully be putting the finished game through its paces in a review, but also giving you the opportunity to play the thing yourself, as it's going to be one of the playable demos on next month's excellent comer-mounted CD.

Dean Mortlock

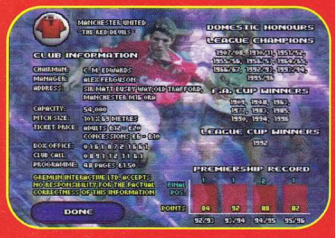
Keep Practicing

The basic control system is a lot easier than *Worldwide Soccer*, but Gremlin have still kindly included a practice option for you. It puts you (your complete team) against a goalkeeper of your choice. You can then bounce the ball around the pitch to get the hang of passing and shooting at goal. It soon gets very unchallenging and boring, but it might be wise to check it out as your first port of call.

Come on you reds!

***Actua Soccer CE* is nothing if not thorough. You have the ability to bring up an eye-watering amount of statistics on each of the clubs in the game and then, if that wasn't enough, you can check out the various player attributes. Looky here...**

I wander in a semi-random fashion around the various teams with the aid of my eyes and hands and... decide... to choose... Manchester United.



So then I get all this waffle. Good enough, but it obviously won't change when they sack old Alex or even change the price of their programs.

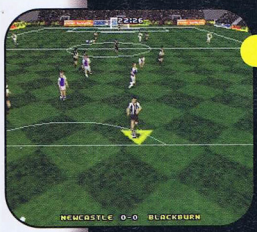
I can even bring up all the statistics on any of the players in the team. I choose the French cultural attaché, Eric Cantona. The finished version will include player photos.

Six of the best

You'd expect any football game to have a few choices of 3D viewing open to you, but *Actua Soccer CE* manages a pleasing six. Conveniently selected from the two shoulder buttons, we've got them all here for you.

Plan

Directly overhead... a bit like *Sensible Soccer*, but without the speed and crap graphics. It's sometimes difficult to see what's coming up, but it's good for short work.



Goal Line

Similiar to the standard behind the goal view in *Worldwide Soccer*. Fine if you're going up the pitch towards the opposing end but, again, quite tricky if you're coming back down towards the camera.

Far

Without a doubt, one of the better views in the game. You get to see most of the action of the pitch and the camera follows the movement of the action of the game and the ball very nicely.

Touch Line

Strangely enough, this one's done from the touchline of the pitch and is another good one for catching most of what's going on. There's also never an unfair advantage to either player in a multiple game.

Isometric

A bit difficult to see some of what's going on in this view. Very much the same as the far view... except it's all sort of on a constant isometric view... um... oh, you get the idea, dammit!

Wire

This view was no end of help for me when I was grabbing the screen shots for *Actua Soccer CE* as it zoomed in nicely on all the detail of the players... bloody impossible to play the game in it, though.

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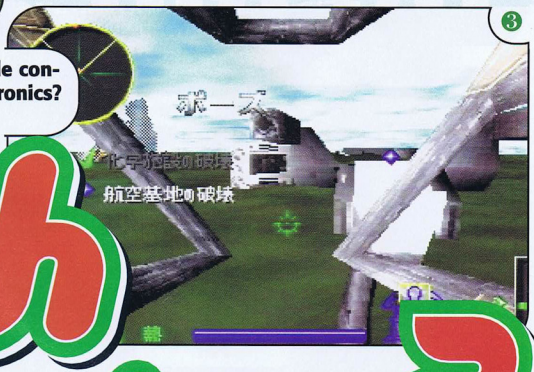
GAMESMANIA

❶ The blue arrow directs players should the 'star' waypoint designator be off-screen. ❷ Not the greatest explosion effect we've ever seen – especially with Mass Destruction's glorious booms fresh in our memories – but it'll do, we suppose. ❸ Face to face with a rival mechanoid. Lord knows what that text means – it could be questioning our parentage for all we know. ❹ Another explosion. Boom!

Activision's *Mech Warrior* did well on PC. But is a console conversion taking the Metal Mickey... or is it essential electronics?

Mech Warrior 2



As a kid, I not only believed the concept of huge robots having a scrap to be cool, but worth my poor, put-upon mother spending far too much money on. Consider this first paragraph a 'Robot Outing' – I *was* that kid who owned loads of Transformers, staged mock battles and, as such, found myself unwelcome in polite, style-conscious company. I realised after a certain age that maybe, just maybe, I might be getting too old for these plastic diversions... and started playing my 'bot-based games in the solitude of my bedroom, door closed. But enough of last week's excitement. Activision have no truck with the robots disguising themselves as trucks, dinosaurs or tape recorders. Their robots are *rock*, and I'm not talking sedimentary or igneous, you hear? Their arms and legs don't go floppy if you play with them too much and they pack the kind of firepower no amount of flashing lights encased in polymer can replicate.

What's more, PC Conversion Tweaked, Improved and Tailored For Console Formats Shocker. *Mech Warrior 2* was designed as a strategy/arcade fusion with network or Internet play a desirable, product-enhancing feature. Playing such a game with a joypad would be a *trial*, felt Activision. Console gamers like *action*, thought Activision. The slightly predictable list goes on but, rather than merely lop bits off, *Mech Warrior*'s proud developers tweaked its action to strategy ratio and improved the game engine to suit the chipsets the consoles boast. Essentially, they've clipped that which they felt impeded the smooth flow of the robot-wrecking.

Mech Warrior 2 is campaign based. Having chosen one of two available factions – Clan Wolf and Clan Jade-Falcon [sic] are the respective monikers – players can choose a series of battles in which to par-

Stargazing...

These shots – from one of *Mech Warrior*'s earlier levels – illustrate how simple first objectives are. At least, how we *assume* they are. Our preview version was, due to deadlines and all that, the Japanese pre-production version. Now, not being familiar with the lingo, we found *Mech Warrior*'s mission briefings and in-game text somewhat inscrutable. Hell, we'd not have got anywhere, were in not for the handy blue stars that (we assume) denote designated target areas. Whenever we saw one, we shot what we found there. What mighty fun it was, too.

I'm utterly confused by the oriental text, but I've spotted a blue star. What does it all mean? A true homo sapiens, I decide to shoot things 'till I find out.

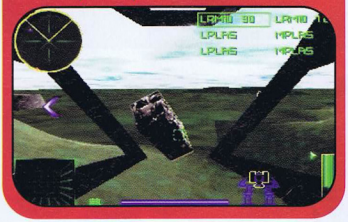
In a sea of green, the elusive factory fish. Ahem. Having followed the star to this point, I decide to keep my intended gifts of gold, frankincense...

...offering *myrrh*derous intent instead. Die, fish factory thing, *die*! All's quiet on the scanner (bottom left) but after trashing this place, things hot up.

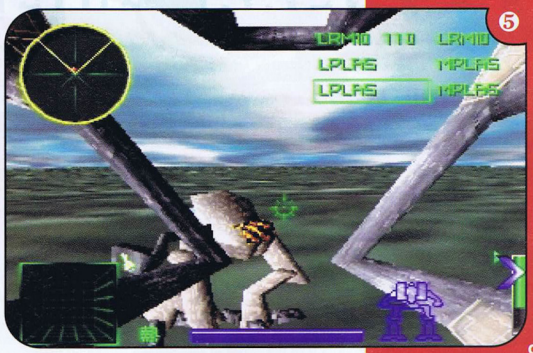
Developer .....In-house Release Date .....May
Players .....One Activision ..☎ (01895) 456700

Robot Requisites

No blaster could hold its head high without a wide array of pick-ups and collectables. *Mechwarrior* strays not a jot from the beaten path in this respect, providing weapons and health bonuses for those in need. You don't get strapping big Death-Blast Mangle-'an-Disembowel Kill guns during a mission – ammo's your lot, pal – but it all counts, eh?



5 Shooting an enemy mech. Shoot them enough and their legs and arms fall off. 6 The on-screen parts of your mech's cockpit are lit accordingly: fire laser to illuminate. It's a nice touch, but not shown in this picture. Still, stuff like this fills caption boxes, doesn't it? 7 Green containers. I believe these have to be shot. 8 An exploding mechanoid. Just look at those lovely fragments...



ticipate. Both groups offer their individual 16-level battle, but exclusive to console are four 'mini' missions, comprising four levels each. Not surprisingly, these become progressively difficult with increased numbers of objectives and more in the way of opposition. Staring out from the cockpit of a Mech, players can rotate its sights – and therefore its weaponry – to take in a little scenery. Moving is a simple matter of engaging forward motion; this can be halted by applying finger to reverse button. It's possible to walk backwards and this, during combat, proves a manoeuvre essential for survival.

There are no *Doom*-style corridors to escape along in *Mech Warrior*; in the open, a constant threat is that your Mech can be surrounded and trashed by a veritable vicious circle of enemies. This is where strategy rears its spotty head. Rushing towards a point with all guns blazing is a sure-fire recipe for 'gameoveresque' disaster. Instead, players are encouraged to appreciate a more thoughtful approach to their robot blasting, simply because a gung-ho approach tends to hasten a return to a 'start level' screen.

"Both *MW* factions offer 16-level battles [as with the PC original] but exclusive to console are four 'mini' missions"

Want to know about how you can pilot different mechs, rise through warrior ranks and put the pad you bought with *NiGHTS* to good use? Read our review next month, then. If Activision can convert the Japanese version to PAL systems without any serious lack of speed or control, a high rating could almost be assured.

James Price

COMPARISON

Rise of the Robots 2
Top 100 position: N/A
▲ Ha ha ha.
▼ Ha ha haaa...
If the truth be known, *Rise of the Robots 2* has nothing in common with *Mechwarrior*, other than both have a propensity for robotic combat. We just wanted to laugh at it. Come on lads; let's wait by the swings and throw dog poo at it...
[*Gun Griffon* and *Krazy Ivan* are similar, by the way.]

interview panel thing

Curious to discover how this Saturn incarnation differs from *Mech Warrior 2*'s PC original, we badgered Activision's Ben Le Rougetel – his surname is French for 'shandy drinker' –to impress us with his robot game knowledge...

SP: How does *Mech Warrior 2* differ from the PC original? Would you say it's simplified in any great way?
BLR: Essentially *MW2* has been redesigned for the consoles and features the following enhancements over the PC original...
Faster frame rate – 20fps [frames per second].
More action – more Mechs, weapons and destruction.
Condensed game play – no long distances to traverse between nav points, just waves of action...
Particle systems – Shrapnel from explosions etc.
Lighting and shading effects – all of the Mechs are fully textured and Gouraud shaded.
Fully textured environment – ground, sky, land objects, enemy tanks and turrets.
Fully textured missiles – Some of the missiles and other 3D mesh. Weapons are textured in a similar manner to that of the Mechs.
To quote Murali Tegulapalle: [*Mech Warrior 2*'s producer] "We ignored the tried and true formula for converting a PC title to a console game. *Mech Warrior 2* has been significantly redesigned for the console platforms with the gameplay shifting from that of a simulation to an action shooter. The new game engine optimizes the full power of the next generation systems, using the textures and object data from the 3D accelerated versions of *Mech Warrior 2*."
SP: How successful was the PC version in terms of units sold, feedback etc?
BLR: The PC version was extremely successful and has currently sold 150,000 units across Europe. Awards include PC Gamer Game of the Month and PC Format Gold Award.
SP: Part of the PC version's appeal was its multiplayer support. Is there a link-up option for the Saturn release?
BLR: There is no multiplayer option, therefore MW2 will not support the Saturn's Netlink capability or be split screen.
SP: Do your best hard sell on *MW2* for us...
BLR: There are, to my mind, only two other titles in this genre available for the Saturn – *Krazy Ivan* and *Gun Griffon*. *Mech Warrior 2* is superior to both of these. It offers gamers both the action of a blaster combined with strategy elements to give a more involved gaming experience.
SP: How much wood would a woodchuck chuck if a woodchuck could chuck wood?
BLR: Two Giant Redwoods and an oak sapling.
SP: Any lines on areas in which the Saturn version is more impressive than the PC original or PSX version?
BLR: I think I've covered this off in question one. Between the two console versions there are no differences...

Riding again with the lizard king...

Panzer Dragoon

The boy about town

The most interesting (and original) thing about *Panzer Dragoon Saga* is that you're no longer confined to the air. Most of the action and investigation takes place wandering around the beautifully-rendered 3D towns... which these screenshots clearly prove.

Ah, well, you'll recognise this. Flying your dragon in the air, and all that. We're led to believe, though, that there should be far more interactivity in your route. And, best of all, the game will change depending on how you raise your dragon. A bit like one of those Tamagotchis, really.

While this style will be new to all of you. Here you'll visit various towns gathering information and supplies to help you through the game. It's all completely in 3D and there doesn't appear to be any limitation on where you can go.

After two outings that gleaned mixed success, Team Andromeda are now branching out their feeler-like minds in the world of role-playing games for their next outing for their dragon-based game.

Panzer Dragoon Saga centres around the exploits of a young warrior called Edge. In a similar fashion to *Panzer Dragoon 2*, the hero finds a young dragon in a hidden place and together they bound into a lasting friendship that could only possibly rival The mighty Lone Ranger and Silver in terms of human/animal bonding partnerships.

The first *Panzer Dragoon* game was probably one of the first to show off the Saturn's graphical capabilities to the full. Beautiful texture-mapped detail coupled with smooth and fast updates and unique and enormous bosses meant that although the gameplay was actually quite linear, you could see the possibilities with the game in future releases – which, hopefully, will be the case with this latest game.

Panzer Dragoon Saga takes the genre one step further (a natural progression, one might say) and beefs up the storyline and the gameplay to give you this, a far more tactical game. From what we can make out, gone are the slight and few changes to the routes and the endless repetition and in is complete freedom in the gameplay and new 3D sections where the hero of the game can leave the dragon behind and wander around the huge town areas, amassing information and objects.

"There are 3D sections where the hero of the game can leave his dragon behind and wander around huge town areas."

Although Team Andromeda are giving us more of a role-playing experience with *Panzer Dragoon Saga*, don't expect minute characters moving slowly around a dull-looking map. The game is far more along the lines of *Dark Savior* or *Story of Thor*, where you can control either the dragon (in the air) or Edge (in the towns) in real-time 3D, with 'proper' combat and interaction.

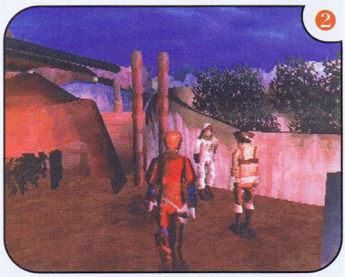
Panzer Dragoon Saga was certainly one of the major announcements at the recent Tokyo Games Show and Sega are understandably expecting large things from this game – given the enormous pedigree of both the title and the development team. The E3 show in America this June should give us more information on the game (and hopefully a chance to play it ourselves), but don't expect to see it released in Europe until the end of the year at the very earliest.

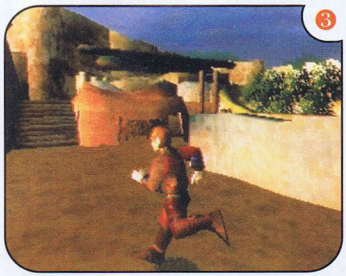
Dean Mortlock

COMPARISON

Panzer Dragoon ZWEI
Top 100 position: 29
▲ Some sumptuous graphics
▼ Still a little bit linear

Although *Panzer Dragoon Saga* promises to take the series much further than ever before, *ZWEI* still is the only thing to compare it to too. You could also take a look at *Magic Carpet*, for a more strategic view of things.



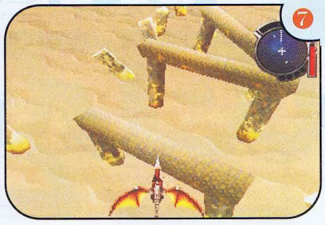


1 No, it doesn't really look like something from Independence Day. Jeesh. 2 Hello madam, can you direct me to the nearest house of ill-repute? 3 Thanks... I'm off. It's me 16th birthday and I've 50 quid burning a whole in my pocket! 4 That's you. On your dragon. Flying... over something. Um. 5 Look, I don't know... okay?

Developer .....Team Andromeda **Release Date** Late '97/early '98

Players .....One **Sega** .....☎ (0181) 995 3399

Saga



6 Hello madam... etc.
7 Fly through them... go on, do it now! 8 If you catch the dragon you win a lifetimes supply of pig grease and the hand of the butcher's daughter.
7 Shoot the large white things to win... some... cheese.

Check out these jokers

The game centres around three human characters... Edge (the hero and the bloke in the middle of these three), Craymen and Azel. Craymen seems to be a bit dodgy from what we can make out. He works for the Imperial Army's Special Unit (specialising in technical research), but he has a bit of an unhealthy interest in the dragons. Azel is a 'demi-human' created in the old world. Azel was re-awakened by Craymen and she now looks to him as a father figure. Confused? You should be.

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SATURN POWER

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Developer ..... Appaloosa
Players ..... One
Release Date ..... June
Sega ..... ☎ (0181) 995 3399

Sky Target

❶ FLYKILLFLYKILL...etc. ❷ Each level has its own style – you'll be glad to hear. ❸ That's me that is... dying. Um. ❹ I have to be perfectly honest and say that I'm not sure what's going on here. Looks important, though.

I feel the need, the need for... a spot of nice television and a warm mug of Horlics. Um, hasn't the same ring really, has it?

No real surprises, here. It's *Afterburner*, basically. *Afterburner* for the nineties. All polygoned up and wearing its Sunday best. First released by a quite Sega to audiences in 1995, this is (as is now the 'done thing') the Saturn conversion.

A top secret craft has been stolen from the good guys and, with patriotism flowing through your bloated veins, you're the solitary pilot put up against the hundreds of craft that stand between you, the stolen plane, countrywide recognition and the probability of a medal or two.

Apart from looking like *Afterburner*, the gameplay is similar also. You follow along a pre-determined route (with only the slightest left or right movement) and, using your choice of three different weapons, destroy everything you come across.

Each level has an impressively-sized boss, there's a good selection of views and, from the levels that we played, most of them vary greatly (from cavern chases to industrial zones) and there's a choice of four planes to choose from. You can have the American F-14, F-15 or F-16 or you can, if you prefer, choose the French-made Rafale.

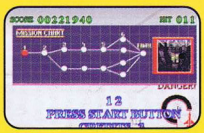
"Sega have mentioned that the game could be priced as low as £30... which is nice."

It's all too early to say at this point, but as a conversion *Sky Target* looks pretty impressive. The graphics are fine, everything runs pretty smoothly (especially considering the amount of polygons onscreen at certain times) and Sega have mentioned that the game could be priced as low as £30.

Dean Mortlock

Choose your destiny

Although the *Sky Target*'s gameplay may be as linear as Mr Ruler and his right-angled head, you do come across the odd level in the game that gives you the option to split off into a variety of different endings and bosses... as this screenshot clearly illustrates.



DIY gaming

Want to know the secret of game design? Want to make a fortune by creating the next big 'thing'? Course you do, and only we can show you how.

***Sky Target* may well be created by the twisted minds at Sega, but we've all seen this before, haven't we? Look...**

Top Gun

Seen the film? Say you haven't and I probably won't believe you. The only American film pumped fuller of stinkin' flag-waving, back-slapping rubbish than *Independence Day* was truely awful. But, and this is the important bit, it's got lots of American planes in it. Aahh...

Afterburner

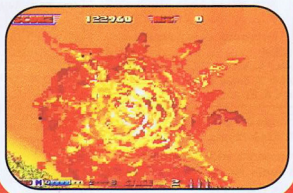
Now available on the *Sega Ages* compilation and worth every penny I'm sure. I'm sure you can see, though, that replace the sprites of this game with some admittedly flashier polygons and...

You get this. *Sky Target*. Now, see how many other games you can do this with, write them all down and send a full and detailed report to EVERYONE YOU KNOW.

COMPARISON

***Afterburner* (*Sega Ages* compilation)**
Top 100 position: N/A
▲ Arcade perfect.
▼ It hasn't aged particularly well.

As a group of three games, the *Sega Ages* compilation manages to just about be good value. They're all old (the other two are *Out Run* and *Space Harrier*), but there's a fair amount of gameplay here.



Developer ....Oddworld Inhabitants Release Date .....August
Players .....One Sega .....☎ (0181) 995 3399

Oddworld

An updated version of the classic *Flashback*? Possibly, and no bad thing if it was.

Oddworld: Epic 1 *— Abe's Oddssey* (to name it in full) is, superficially, a platform game with adventuring overtones. It would be forgivable were people to make an inevitable connection with Delphine's aging *Flashback* — still one of the best 2D platform adventures on any format — but *Oddssey* is set to offer far more.

Although viewed from a 2D perspective, *Oddworld: Epic 1* — there are to be four *Epics* in all, apparently — dips its toes in the cool waters of artificial intelligence. It attempts to create environments, where cause and effect mean if you shoot an unsilenced gun, individuals investigate. Similarly, character interaction can throw up a number of surprises, such as a seemingly friendly fellow leading you into a life-threatening trap. To complement such occurrence, FMV should slip you from stage left at times, creating atmosphere and that supposedly all-important feel that games developers crave.

As far as the **SP** team can remember, Abe — the star attraction; this is his oddssey, see? — might just be the first video game character able to 'possess' others. He's also capable of learning a wealth of talents, with these allowing progression into previously 'locked' areas (á la *Zelda*, *Story of Thor* and so on). Oh, he farts too. No, really.

Oddworld is currently down for an August release. That Sega went to the trouble of acquiring the Saturn rights from GT goes some way towards revealing their enthusiasm about the project. And hell, they *know*, don't they?

James Price

❶

❷

❶ There's loads of detail on the backgrounds and the motion-capturing of the main character's superb.
❷ Although we've just brought you the smallest snippet here, you can expect a fuller preview very shortly.

The birth of a game

Sherry McKenna and long-time partner Lorne Lanning were involved in the development of the Universal Studios Theme Park's incredible *Back To The Future ride*. To move off such high-profile projects and into the murky world of PC and console development, one must have a few definite ideas and, dare I say, thoughts on innovative game development. It is, after all, a crowded market that you and I, the punter, donate so much cash towards. *Oddworld*'s coders and designers think they have something special. Even at this early stage, it's not hard to see why.

Developer .....Realtime Release Date .....May
Players .....One-Two EA .....☎ (01753) 549442

Battlestations

You've sunk my battleship! If Electronic Arts have their way, board games will never be the same again.

Well, it's not quite Battleships, the old pen and paper (or, if you were lucky enough at Christmas, the enormous plastic affair that everyone apart from me had... I got Ker-Plunk!) game from eons ago, but it involves large metal things that float on water, carry guns and blow each other up.

Full points to Electronic Arts and Realtime (the developers) for trying something a little different

One of the more interesting games featured this month, *Battlestations* can be played in two ways; a straight one-on-one drown-'em-up, where you fight either a human or computer-controlled opponent in a fight to a watery death. Alternatively, you can try the tactical campaign. Here's where the game starts to look a bit more interesting as you plot your way towards the enemy's harbour by selecting one of eight ships and moving your icon towards it.

Full points to Electronic Arts and Realtime for trying something a little different and initial reactions appear to lead us to believe that there's a lot more to *Battlestations* than meets the eye. Soooo, in an uncommonly helpful fashion, we end this short preview by letting you know that the game's out in May and we'll be reviewing it next month.

Dean Mortlock

❶

❷

❸

❹

❶ I'm telling you, they'll be tears before bedtime. ❷ See? Told you. ❸ You can choose between a ship-on-ship full-on attack, or (if you prefer) you can work your way through the numerous missions. ❹ And this is YOU playing through one of the missions.

Mail Bonding

Dear Saturn Power

Welcome **to the beginning of something rather lovely. A chance to interact with *readers,* feel out their minds and become one as we all jump into the Sega mud pool and roll about a bit in a joyous, sloppy union. If you want to include yourself on these envied pages, write to...**

Mail Bonding,
Saturn Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

And you can keep yer *FIFA '97*...

I have an offer you can't refuse (unless you are total mugs). I'll trade you a brand new *FIFA '97* in excellent condition for *Virtua Fighter* (and you can keep the change!). All my friends have got *Virtua Fighter* and I would love it if you could swap with me.
Ashley McCannon, Essex

You can keep your FIFA '97. We're happy with our copy of Virtua Fighter and neither you or anyone else is likely to get your grubby mitts on it.

The *Saturn Power* player in red points and laughs as Ashley McCannon [white shirt] offers a trade...

The one and only

As you are the best (and almost the only) Sega magazine around, I thought that I had better write to you to get my views aired. Since purchasing my Saturn just over a year ago, I have noticed a couple of things that I have not liked at all!

Firstly, now that your long time rival (MMS) went to press for the very last time, we are left with only two 'good' Saturn mags – yourselves and the Official Saturn Mag, compared to at least eight different PlayStation mags. It seems to me that this is partly responsible for the Saturn not selling as many units as the PlayStation. If you walk into your local newsagents you get bombarded with PlayStation stuff and only one or two Saturn mags. I think that if the media got more behind the Saturn the sales of it would increase, because all potential buyers see is PlayStation.

Also, if anyone is thinking of getting a N64 instead of a Saturn DON'T. I've playtested *Mario 64* in my local Techno store and, in its own way, *NiGHTS* is just as good. Overall, with the N64, the control pad is weird and can anyone still trust Nintendo after the delay they have given the UK? Also, can anyone really afford £70 per game? [*£80 for Turok – Dean*] When I was going to buy my Saturn I was told by my 'friends' to wait and get an N64 in the spring. Here we are a year later and it still isn't out [*Well, it is now... just – Dean*], and after sampling it with Sega's current arcade position and track record, I am very happy with my Saturn thankyouverymuch.

What do you personally think about the Sega and Bandai merger? As I hope it will give Sega the marketing boost that they need.

Please air my views and give me your opinions from your endless wisdom.
Keith Ovenden, Peterborough
PS Have you any plans for any demo CDs in the future?

Of course we have plans for a demo CD and you should find the first of many on this month's cover. Due to popular demand we've spent the last six months planning and organising some of the best demos you're likely to see and all of them will be appearing over the next few months. Bet you can't wait, eh?

I agree that promoting a machine in the newsstands is an excellent way to encourage enthusiasm in it, but there just aren't as many Saturns as there are PlayStations and that's bound be be reflected in the number of mags available. Only the very best will survive and that's why we're still here.

The good news for you, though, is that only the best mags survive (and the official ones), so you're almost certainly guaranteed quality.

Moan, Moan, Moan

I've heard loads of people moaning about *Daytona USA CCE* and, having got a copy myself, I think they're talking crap. Okay, so it hasn't got the feel of the original, what with the new cars and all, but really you need to rate it on its own merits. Forget the *Daytona* name and think of it as a standalone racing game and you'll realise that it is actually very good fun to play.

***Daytona USA: CCE* in Not *Daytona* Shocker!**

Next point – *Tomb Raider*. Having just completed it I have to say I was disappointed to say the least at the end sequence. All that happens is she runs off to the boat, burns away and then the island explodes! Thrilling? Yeah, right. Come on you designers, give us something decent for our efforts!

Still, no more complaints about *Tomb Raider*, it's top notch. Oh, and while I'm at it, what happened to the nice handstand as you're climbing up a ledge? It's in the PlayStation and PC versions.
Dan Pacey, Lincolnshire

A damned interesting point and proof, if proof was needed, that the only real opinion at the end of the day is yours. Fair enough, we can praise or trash any game we like, but (as we keep stressing) it's all about personal preference. Another good point about endings. One argument against them is that coding up a large ending takes a lot of time and memory and wouldn't you rather have an extra level in a game than a fancy ending? Although I would be the first to admit that it's nice to have a bit of a reward for your efforts. Oh, and the handstand move seems to be lacking from the Saturn version... not sure why.

FREAKS

Feel like wasting your time writing rubbish? Having trouble stringing together even the simplest of words into a fully formed correspondence? Getting completely the wrong end of the stick? Asking for the world and not even bothering to include the merest hint of a civil tone? Then you, my friend, are a freak and this is where we put you.

My name is Sean Paul Rosser and I come from Merthyr can you send me some letters of cheats for *Sega Rally Daytona usa* and *Virchua* [sic] *Fighter 2* on Saturn... Sega Saturn oh yes and can I have cheats for *FIFA Soccer 95* and *Streets of Rage 1* and *Revenge of Shinobi* and *Maden NFL* and *EA Hockey* and [couldn't read this bit – Dean] and *Golden Axe* and *Shaq Fu* for the Mega Drive
Sean Paul Rosser, Wales
Oh yes [Sigh... – Dean] can you give me some cheats for the Game Boy, *Flinstones*, *Sea Quest*, *Mario Land*, [Something unintelligible – Dean], *Mario Golf* and a few others the end. PS Iv used a first class stamp and u better send me all the cheats back and the stamp please.

You'll get nothing talking to us like that, young man.

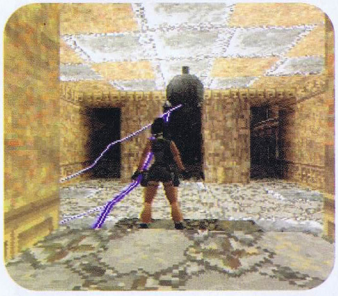
I would like you to send me a list of all the Mega Drive and Saturn games you sell and give me some names of shops that sell a big selection of games.
Sammy Taylor-Bolfe, Enfield

Firstly, and more importantly, we review games, not sell them and, to be perfectly frank, we have neither the time nor the inclination to complete your weighty task. Please go to somewhere like Electronics Boutique and pester them for assistance.

I am getting MAD

I bought issue 90 because of the cheat for *Tomb Raider*. When I tried it it didn't work. I've tried it again and again and it just doesn't work. I am getting MAD. Don't tell me I've wasted my pocket money, or else!
Daniel Buckell, Isle of Wight

Our tips are all done out-of-house by an experienced company and they promise us that they check all the tips that they send to us. We've had a few queries about the Tomb Raider cheat and they tell me that they're looking into it now. If we find out that the cheat's wrong, we promise to print a correction.



Lara Croft... star of stage, screen, bedroom wall and wet dream for far too many computer programmers.

YO! Wha'sup!

My name's Giulio and I'm from New York. I go to school here in England. Ya'll put together a pretty cool mag, with all of the phat games on the market. It's pretty cool cause you always have the info. I'm looking for, for example, info on *Tomb Raider*. I didn't know that you had to go to King Midas' hand to turn the lead bars to gold. I was always getting frustrated. I was wondering if maybe you could answer some probing questions...

Are there any cheats for *NBA Jam TE*? Is *Tomb Raider 2* coming out in November? And, if it is, will there be another sequel? What game could you suggest for me to buy that's a bit like *Tomb Raider*? Is *Tunnel B1* worth getting? [Take a breath, lad! – James]

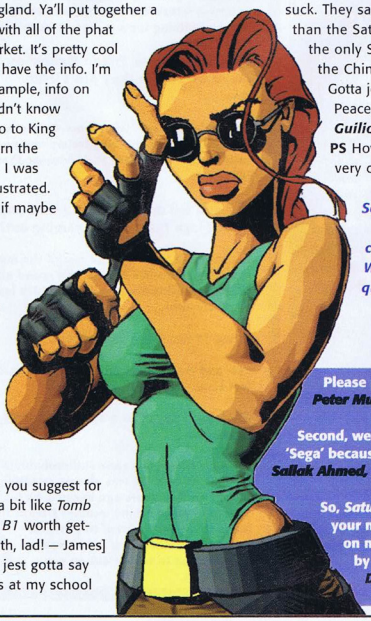
Before I go I jest gotta say this... all the kids at my school suck. They say that the PlayStation is better than the Saturn. All I can say is shutup! I'm the only Saturn owner in the school besides the Chinese kids.

Gotta jet!

Peace out!

Guilio

PS How come Bruce Willis doesn't look very convincing on the cover?



Sorry? Why are you at school over here? Is the American educational system THAT bad? Whatever, um, to answer your questions in order... possibly, December and probably, Exhumed (only a little bit like it, though), yes and sorry, but that is Bruce Willis on the cover, convincing or not.

Matthew Simpson = CHEAT!

I am writing to you to warn you about a person called Matthew Simpson. As you compile your new issue of *Sega Power* (the April issue) you may receive a cheat sheet containing passwords for *Command & Conquer* (all the levels for GDI and NOD). This is copied straight from Mean Machines Sega issue number 53 where it has a strategy guide and passwords!

On the sheet he says that he worked long and hard for the passwords but all he did was type them up!

I have nothing against you printing the passwords in your magazine, but please please don't give it 'Cheat of the Month' because HE cheated to give YOU the codes!

I just don't see how he can possibly have the nerve to expect a game from you by conning you altogether. I know Matt Simpson and he knows me, so I know exactly what he's trying to do.

I just want you to sit up and take notice of this kind of foul play.

As an end to this letter, I would like to encourage other **Saturn Power** readers to write in about people who con magazines into thinking cheats are original when really they're just copied from other magazines! It's not fair on the people who have genuinely worked for cheats – the people who actually DESERVE a free game!
Nick Stapley, Stubbington

Ah, we're wise to Mr Simpson's tricks and the many like him that attempt to rip off other mag's inferior tips. We can spot guides that are obviously not genuine a mile off and certainly wouldn't dream of sending out gear to people that try such underhand tactics... unless you know any different.

We have a gang of tips experts working to ensure that our tips and cheats are the finest around, and part of that job is to check the other Saturn mags to make sure we don't give out the prizes to anyone who doesn't deserve them. Genuine effort is something we appreciate and award... hence our huge freelance tips budget! Incidentally, have you heard of a novel called 1984? A Ministry of Love job would suit you, sir. We await a reply from the accused. Are these allegations unfounded? We should be told...

Snippets

Please print this or I will jump off a cliff.
Peter Mullan, Belfast

Second, we have problems to buy PlayStation 'Sega' because it's very expensive in Morocco.
Sallak Ahmed, Morocco

So, *Saturn Power*, I will be monitoring your mag to see if God has shone light on me and my letter has been printed by blessed *SP* employees.
David Wood, West Yorkshire

Should I bother getting a 32X because they're cheap? Being 11, it's all I can afford.
Dominic Breeze, Taunton

If they want a Saturn so bad go steal one. You will probably have more luck!!!!!!
Matthew Draper, Ashford

My mum says "Hi Dean baby!"
Ashley Trigg

If you use that name I'll *tell* on you. Whine.
Bedwetter, London

Answer Me...

Spice, hospitals and bones

Answer these questions...
❶ Will there be a *Theme Hospital* on the Saturn?
❷ After the release of *Jurassic Park 2*, will there be a *JP* game for the Saturn? The MD one was ace.
❸ Which is better, *Mr Bones* or *Crusader: No Remorse*?
❹ Are there any cheats for *Lemmings 3D*? If so, what are they?
❺ Who's your fave Spice Girl?
Michael Brown, South Wirral

❶ No. Bullfrog have decided not to convert it onto the Saturn.
❷ Yep. *Jurassic Park – The Lost World* will be coming out onto the Saturn sometime this summer.
❸ *Mr Bones*... but that's only my personal opinion.
❹ Oh I don't know.
❺ Nutmeg. And don't call me girl.

I actually like golf

This is the first time that I've written to *Sega Power*, so answer these questions, please... oh yeah, and your mag's brill.
❶ Put these in order please, best to worst: *Virtual Golf, Valora Valley Golf, Actua Golf, Pebble Beach Golf.*
❷ When will the keyboard and mouse come out?
❸ How much will they be?
❹ Why is the PlayStation outselling the Saturn when the Saturn is miles better?
❺ When is *Manx TT* coming out and will it be better than *Sega Rally*?
❻ Is there going to be a cartridge to upgrade *Virtua Fighter 3* or any other games in the future?
❼ Will it make the Saturn into a 64-bit machine?
Dean Kilbryde, Bolton

❶ *Virtual Golf, Actua Golf, Pebble Beach Golf, Valora Valley Golf.*
❷ Hopefully around the time of the release of the Netlink, this summer, although you won't necessarily need the Sega mouse and keyboard to use the Net.
❸ Unsure at the moment, but probably around £80 for the two.
❹ I only wish I knew.
❺ It's out in the shops now and, although it isn't quite as good as *Sega Rally*, it's definitely the next best thing.
❻ It still hasn't been confirmed, but it's likely.
❼ Doubtful. The extra cartridge would be for graphics and speed processing rather than generally boosting the machine's power. You're going to have to wait for a proper Sega 64-bit console, I'm afraid.

Head and shoulders

I am a very proud Saturn owner and I am equally proud to own all my copies of your magazine – it stands head and shoulders above the rest. Could you please answer my questions and put my troubled mind to rest?
❶ Have you heard any fresh news on the *Mortal Kombat 4* release?
❷ How will *Manx TT* compare to *Sega Rally*?
❸ When will *Duke Nukem 3D* arrive on the Saturn?
❹ How much will the Net link-up be?
❺ Presuming *VF3* will need some kind of extension, how much will it cost when it's released?
❻ When will the second *Mortal Kombat* film be around?
❼ Should I buy *Fighters MegaMix* when it comes out or should I wait for *Last Bronx*?
Duncan G, Shropshire

❶ It was revealed last month in news... hope you saw it.
❷ See the last letter.
❸ Sometime in the summer... probably August.
❹ Around £200.
❺ If it comes with a booster, I reckon you're going to be looking at between 80-90 quid.
❻ Rumour has it that they've started auditions in Pinewood studios in London and it's going to be released next year.
❼ Buy *Fighters MegaMix* and wait to see what *Last Bronx* is like, because it's unlikely to be any better than that.

Whaaaaatt's BEST!

❶ When is *Fighters MegaMix* coming out on the Saturn (in the UK)?
❷ Where can you buy RF units for the Mega Drive?
❸ List these games from best to worst... *Daytona CCE, Sega Rally, VF2* and *NiGHTS.*
❹ What's better between *SWWS97* and *FIFA '97*?
Peter Mullan, Belfast

❶ June. Start saving.
❷ Try a large retailer like Game or Electronics Boutique.
❸ *Sega Rally, NiGHTS, VF2, Daytona CCE.*
❹ *Sega Worldwide Soccer '97*... by miles.

I'm up for a kicking!

I have just a few humble questions to ask that are from me and a couple of my friends, so please answer this letter (or they will literally beat me up).
❶ Any more news on *Resident Evil*?
❷ Should I get *Fighters MegaMix* or get *Virtua Fighter 3* when it comes out?
❸ Will *Micro Machines V3* be like the Mega Drive version but with 3D graphics? The Mega Drive had great playability so it will be cool if it gets the graphics to match.
❹ What is the ranking of these games? *Sega Rally, Tomb Raider, Virtua Fighter 2, Virtua Cop 2, Alien Trilogy* and *Euro '96.*
❺ What did you give *Virtua Fighter* and *Remix*? What would you give them now?
Peter Bridekirk, Oxon

❶ At the time of writing letters there isn't much more than we heard last month, but that could all change by the time the mag goes to print.
❷ Get both. Easy decision.
❸ Yes, certainly.
❹ *Sega Rally, Tomb Raider, Virtua Fighter 2, Virtua Cop 2, Alien Trilogy, Euro '96.*
❺ We gave *Virtua Fighter* 96% when it was released and, although it's still an excellent example of an arcade conversion, it's been improved upon many times now. Strangely we've never reviewed *Remix*.

Heard it all Before

A new section for a rather new magazine now, and the ability to put your mind into a favourable gear before writing to us or wasting our oh so valuable time on the phone. Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive... okay?

Can I have a cheat for...

No. Bit of a phone one, this. Writing in will obviously help you loads as we promise to answer as many questions in the magazine as space and our brain will allow, but we refuse to answer any questions over the phone that start with 'I need some help with *Tomb Raider*'. Ever.

What's best: PlayStation or Saturn?

Neither. Both have an excellent range of software available for them and both are owned by hundreds of thousands of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflip and the Dishwasher Trilogy/Whatever* to work and it doesn't.

It does. All our cheats are checked to make sure they work before we'd even dream of printing them. If you can't get one to work it's because you have sausages for fingers and creamy old mashed potatoes for brains.

When's Saturn 2 coming out?

Nobody knows. There will be an updated machine – possibly compatible with the Saturn – released sometime, but we wouldn't expect anything for a couple of years yet.

Will they release *Virtua Fighter* on the Mega Drive like they did *Virtua Racing*?

No. You've got *VF2*, what more do you want? And we've stopped taking letters and phone calls about Mega Drive stuff because there isn't any.

Can you tell me why there aren't any more Mega Drive games coming out?

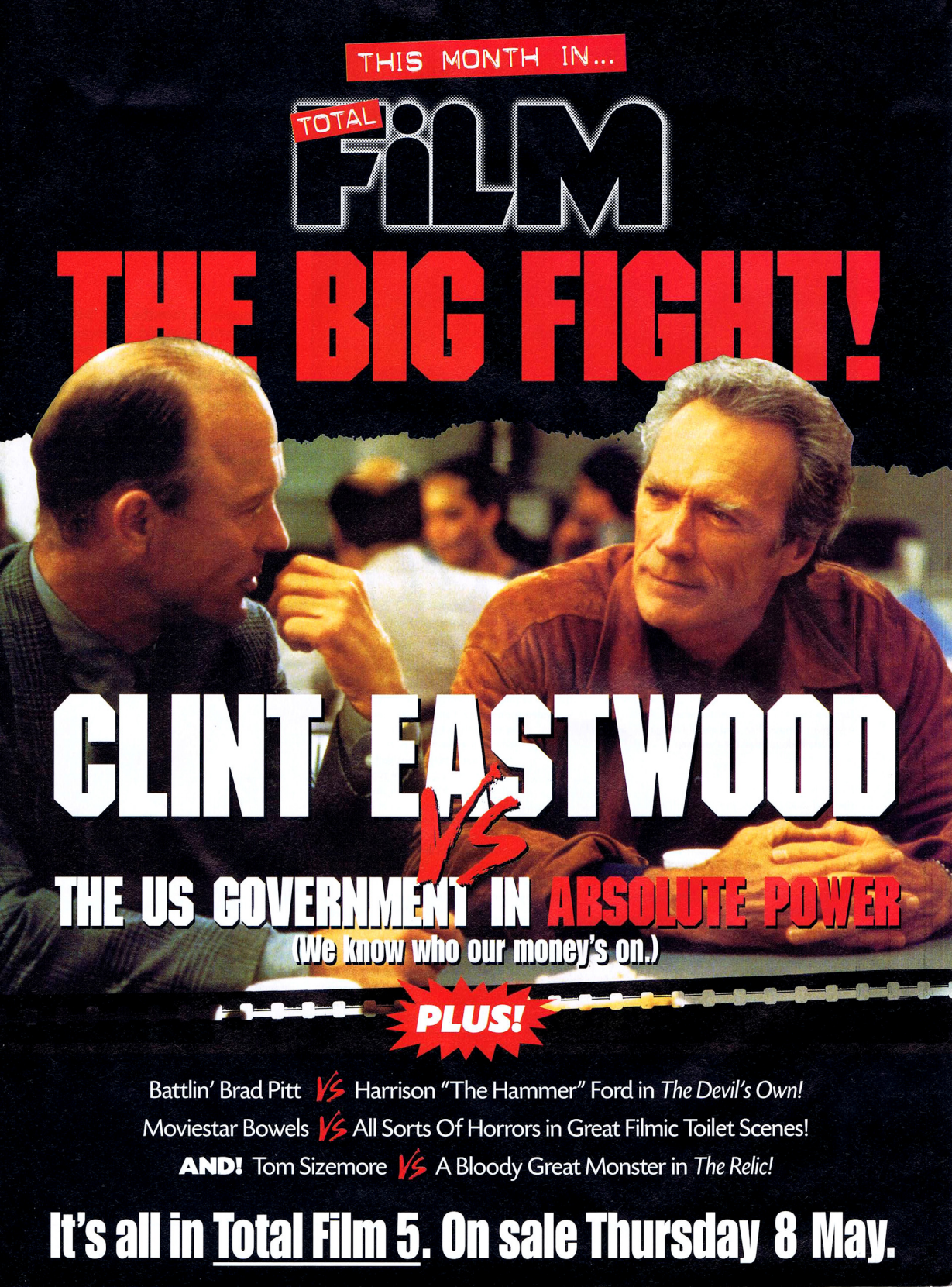
Because evil Sega and the rest of the money-grabbing corporate slime won't spend any time developing new products. Which leads us nicely onto...

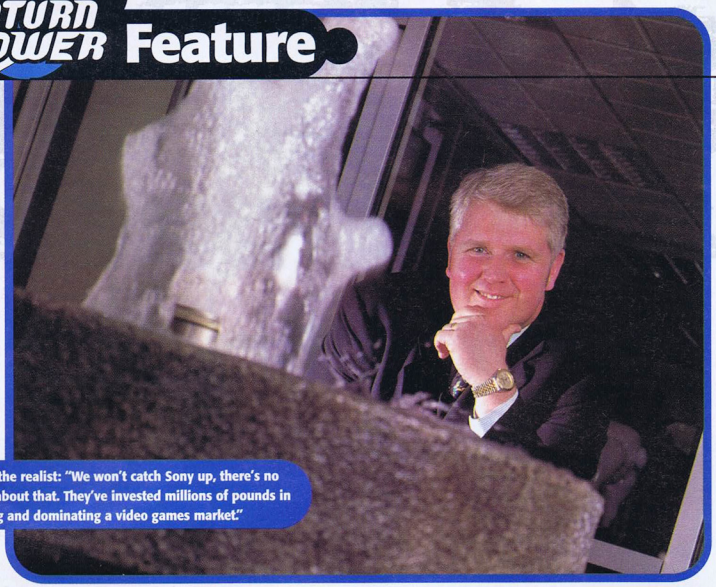
Is my Mega Drive really dead?

Yes, and we finished all that guff off in the last issue. Sorry, and all that.

My friend says I'm a spaz because I own a Saturn...

No, your friend is a spaz and probably a jealous one at that. He was almost-certainly picked on four years ago because he had a Spectrum when all his trendier friends had a Mega Drive and he tried to convince them that it still had a pulse. Now he's decided to take it out on you. Ignore him.


THIS MONTH IN...
TOTAL FILM
THE BIG FIGHT!
CLINT EASTWOOD VS
THE US GOVERNMENT IN ABSOLUTE POWER
(We know who our money's on.)
PLUS!
Battlin' Brad Pitt VS Harrison "The Hammer" Ford in The Devil's Own!
Moviestar Bowels VS All Sorts Of Horrors in Great Filmic Toilet Scenes!
AND! Tom Sizemore VS A Bloody Great Monster in The Relic!
It's all in Total Film 5. On sale Thursday 8 May.



Mee the realist: "We won't catch Sony up, there's no doubt about that. They've invested millions of pounds in taking and dominating a video games market."

In a couple of months, the Saturn will be two years old. Launched onto the market on July 8 1995, no one – not even Sega – would admit that its adolescence has been easy. So where is it now and, more importantly, where is it heading? Saturn Power talks to Sega's European Marketing Director Andy Mee for the answers...

Doh Ray Mee...

In 1993 Sega made world-wide profits of £250 million. In the same year they sponsored the European Grand Prix at Donington and the Williams Formula One team for the entire season, Sonic was more famous than God and the Mega Drive totally dominated the European games market.

Three years later and the picture looked less healthy. Profits had slumped to £27 million, the high profile marketing spend was but a distant memory and Sony's upstart PlayStation was establishing a virtually unassailable market lead. Since then things have been further complicated by the launch of the next next generation in the shape of the N64 and Sony have simply galloped off into the distance. Everyone reading this might know that the Saturn is a damn fine games machine with an excellent software catalogue, but the world outside doesn't seem to be as convinced.

On the whole this then, you could be forgiven for thinking, is not a particularly good time to be Sega's European Marketing Director. Andy Mee though would disagree with you.

"At the moment we're a very strong second in a three way race," he says. "We won't catch Sony up, there's no doubt about that. They've invested millions of pounds in taking and dominating a video games market and they've done it quite successfully I suppose it's fair to admit. But as far as we're concerned we're very happy with the position we've got. We're running about 35 to 40% up year on year on Saturn hardware sales and within that we're selling more pieces of software with every new title we release. So at the moment we're doing quite well."

"Mee's admission that Sega won't catch Sony seems surprising, but he's refreshingly candid on the Saturn launch. It was the wrong time, wrong price, no Sonic game"

Mee's admission that they won't catch Sony up seems surprising but he's refreshingly candid about many aspects of Sega's activities, in particular the rather damp squib of the Saturn launch. It was at the wrong time he says, the wrong price, there was no Sonic game and crucially they didn't burst onto the market with third party products in tow.

Despite the time that's passed, launches are a hot topic in the industry at the moment with the arrival of the N64. Mee is dismissive of the platform, pointing out that hardware sales have slumped alarmingly in Japan and, even in its home market, there are under 20 titles available. As talk turns to the prospect of the Saturn being squeezed between Sony and Nintendo he picks up an N64 magazine and flicks through it, pointing out the high number of poor reviews the software catalogue has garnered.

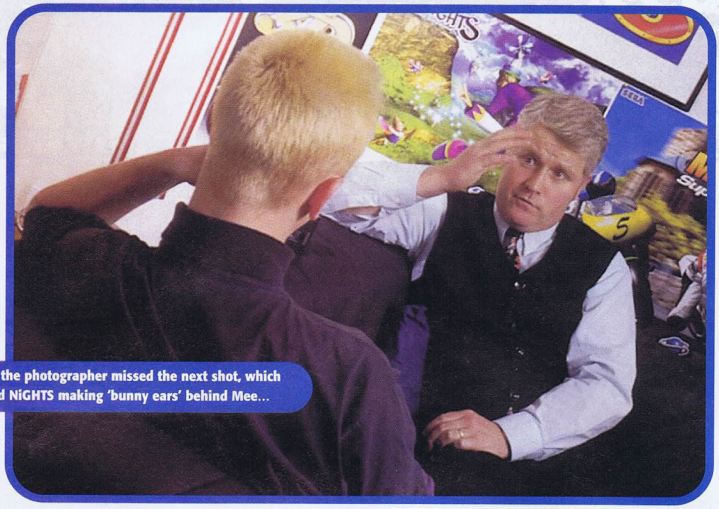
Mee is understandably happy about Sega's '97 launches. A *Sonic* game, *Quake*, *Touring Car*... the list goes on.

N64? Don't make Mee laugh. "They are going to suffer more than us because they don't have the killer games."

"They are going to suffer even more so than us because they don't have the killer games," he says. "We always knew we had *Virtua Cop II*, *Virtua Fighter II* and *Sega Rally* coming as our killer games. Their killer game they've launched with so therefore everybody knows what *Mario64* is all about.

"It's Nintendo who are going to be squeezed. We have 200 plus titles out now for the Saturn, we have some excellent conversions coming out, we have some great licensed in products, we've got some classic first parties coming out and arcade conversions that are well known and that is a huge strength that we have behind us. Why suddenly people want to write us off because Nintendo has come out when in

So Far, So Good?



Sadly, the photographer missed the next shot, which showed NiGHTS making 'bunny ears' behind Mee...

Black Belt

It's not certain where the leaks about Sega's 64bit machine originated but they certainly started circulating before Sega was ready for them. Initial reports suggested that the company would make an announcement about it at the Tokyo Toy Fair, but now it seems that the first confirmation of any of the technical details currently doing the rounds on the Net will come at E3. "I know nothing about it," states Mee. "I can give you the corporate line which is that it stands to reason. We are a forward thinking videogames company. We're not going to roll over and die and allow someone to come in and instantly dominate the market. We're always looking at what kinds of technology are available."

So far what that technology will be is pure guesswork and supposition. Sifting through the information available though shows that it's highly likely the machine will have 16 MB RAM and be CD based. Informed sources also say that it will include some form of the 3Dfx 3D chipset as currently used in dedicated PC boards.

With the Black Belt at least two years away from a Japanese launch, Saturn owners are possibly more curious about the add-on cartridge *VF3* will apparently require to run on a Saturn without losing its Model 3 splendour. It's rumoured that M3 designer Lockheed Martin will provide a specialised chip or board for the upgrade, possibly based on Real3D technology Intel are apparently planning to include in their Klamath Pentium 2 board.

fact the questions have to be levelled at them. Year on year we're 230% up on software sales. Nintendo are down something like 35% week on week and it shows that they are fast running out of the so-called loyal support."

While Nintendo starts struggling to build an installed base in Europe – a territory that it's always treated like a poor cousin – Sega have reached their goal of selling one million Saturns across the continent. Sony might be the mass market leader, but as far as Mee is concerned as long as they make a profit he's happy and the business plan now calls for them to sell four full-price titles to each Saturn owner. The bad news there is that Mee has no intention of releasing a budget range of software, pointing out that the PlayStation's Platinum range actually seems to be stopping people buying the full price software (a contributing factor also to the currently moribund PC games market). The good news is that some corking software titles are slated for 1997 release.

"Of the bigger ones we've got *Fighters Megamix* and we've announced *Quake* and *Duke Nukem 3D*. At the Tokyo Toy Fair we'll announce that *Touring Car* and *Worldwide Soccer '98* will be coming out before Christmas. The new Sonic game will come out in November. We've got some really high quality titles. Plus then there's a whole raft of third party games."

After the disappointment that was Saturn *Doom*, *Quake* so far looks very impressive indeed and *Touring Car* could go on to rival the mighty *Sega Rally* itself. Is the company now more consciously majoring on its arcade heritage?

"With the Mega Drive of course we couldn't do that as the technology made it impossible and that is one of the strengths we have as a company and one of the unique features that we have in terms of the competition. Sony can never turn round and say they are able to bring the arcade heritage that is their own to the home market. We can. Nintendo can't either. It's a hook that you have in terms of marketing that you can hang your hat off."

Confidentiality agreements prevent Mee from talking about the third party software, but he does predict that between five and ten triple A titles will be out this year. This bears out what a lot of developers are saying; that the Saturn is in fact a better games machine than the PlayStation.

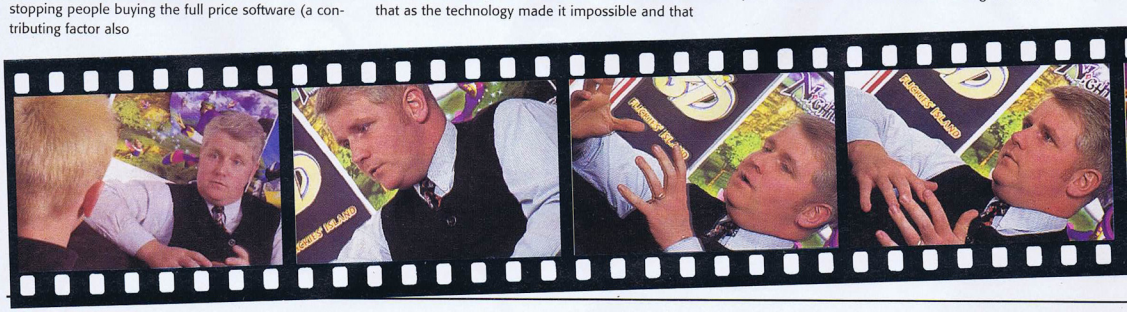
"We've said that all along. I always used to get very angry when people used to say, 'What's your comment on the fact that the PlayStation's easier to program?'. That means they're going to make easier games. As a developer it's taken a lot of time and we were slow in giving out the software development libraries, we were slow in giving out the kits to support the third parties. We have to hold our hands up and say we realise that that was a problem. But talk to some of the guys at Core, see what Lobotomy have been able to do on *Exhumed*, look what they're going to be able to do on *Duke Nukem*, it is incredible. We're really pleased that people are actually being able to find the way through. Yeah, sure it was a complicated piece of equipment, but then look what it's been able to achieve. We still hold up *NiGHTS* to this day as being a good piece of software. Look at what's possible in that and that's what's possible now for anybody else."

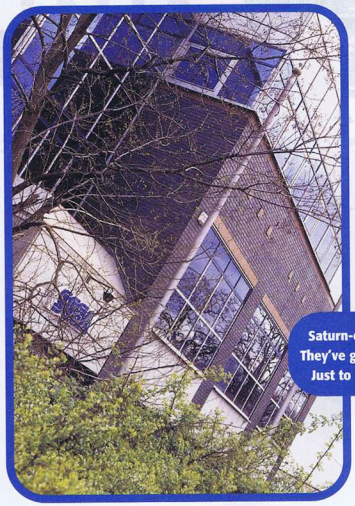
Sega have hardly made it easy for the third parties though, keeping many of the juicier routines to themselves and forcing developers to try and push the machine to the bleeding edge independently. The libraries might have been expanded recently and there might now be a technical team in Sega's London offices working closely with third parties, but doesn't it make more sense to be completely open?

"Yes, it does. Part of the problem is sometimes when you deal with a Head Office that we have, sometimes it's not so easy. But they're starting to realise some of the difficulties so we're getting through a lot of those problems."

Read into that what you will.

Sega's plans for the immediate future are hard to predict. Further off rumours are starting to surface





Saturn-owning criminals – this is *the* building to burgle. They've got early versions of *Duke Nukem*, *Quake* and everything. Just to help you on your way, the security code is 352345ONIC.

A Potted History

Service Games Co was set up in Japan by an American David Rosen in 1954 and at first simply imported mechanical coin-ops for use in the US military bases that were a legacy in the country of the Second World War. Over a decade later, Rosen finally decided to make his own machines which were sent out of the factory with SEGA (short for SErvice GAmes) stamped on them and in 1966 produced the worldwide hit *Periscope*.

The first commercial videogame *Computer Space* (and not *Pong* as most people believe) was still five years in the future and it wasn't until even later, the early 80s, that the company started making its name in the arcades with then cutting edge games like *Outrun* and *Afterburner*. Meanwhile in 1983 the company introduced their first consumer console, the catchily named NSG-1000. Next up was the 8-bit Master System a few years later and then the company made the sound decision to leverage their 16-bit arcade technology into the home market with the Mega Drive in 1989. The rest you should know.

Mee is understandably tight-lipped on the subject of the embryonic Saturn 2. "On the basic that we're a videogames company, that we want to be around in five years' time and that I don't want to retire for another twenty years, I think it's safe to assume there will be another platform. When it is and what it is, I haven't got a clue."

regarding their 64bit machine codenamed Black Belt (see boxout) but in the shorter term everything really depends on what the market does.

Mee states that a further price drop for the Action Pack to match the PlayStation is unnecessary at the moment, but remains aware that the market is very volatile and a lot can happen in the long run in to the Christmas season.

"We've been very successful at £169 with the Action Pack so we are as we are at the moment. Obviously you have to look at various options going forward. Will the PlayStation be £99.99 for Christmas? What will Nintendo do? They have to do something Sure as hell though they can't go down to the sort of prices we are at the moment, they certainly can't bundle two pieces of software with it – it wouldn't give them very much to sell, would it?"

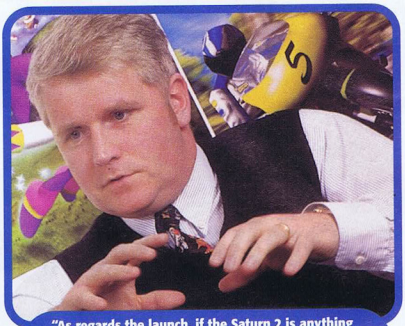
Another unknown factor is whether Europe will ever see the Net Link. Launched already in both the Japanese and American markets, Mee comes across however as slightly sceptical about its benefits.

"At the moment I'm still studying it," he says. "It is something that all sounds very good initially; plug it in the back, surf the net, point to point gaming, but it's a cost element again. We have to be mindful of the commercial realities we face at the present moment. The Net Link would be around £150, and with the keyboard attachment you're probably looking at another £70 for the accessories. On top of that you've got telecommunications costs."

While cautious about the peripheral, Mee is excited about the forthcoming software (particularly *Touring Car*) and is currently hatching some entertaining guerrilla marketing to promote the titles along the lines of the referees card sponsorship stunt that made the front pages last year. The company has just bought the Japanese toy giant Bandai (which might prompt a name change to Sega Bandai later on this year), their R&D spend is as high as ever and the future, he insists, is still bright.

"We'll deliver the best gaming of any platform out there," he says by way of summing up. "We believe passionately that gameplay is all, it's what you play videogames for. So I can assure you that we'll be delivering excellent gameplay and we'll continue to license in some corking titles and have some of the best third party product available." And that, dear people, is the best news of all.

Andy Stout



"As regards the launch, if the Saturn 2 is anything like the Saturn launch and I'm still marketing director, I'd deserve to be shot!" – Mee in the May edition of *Edge*.

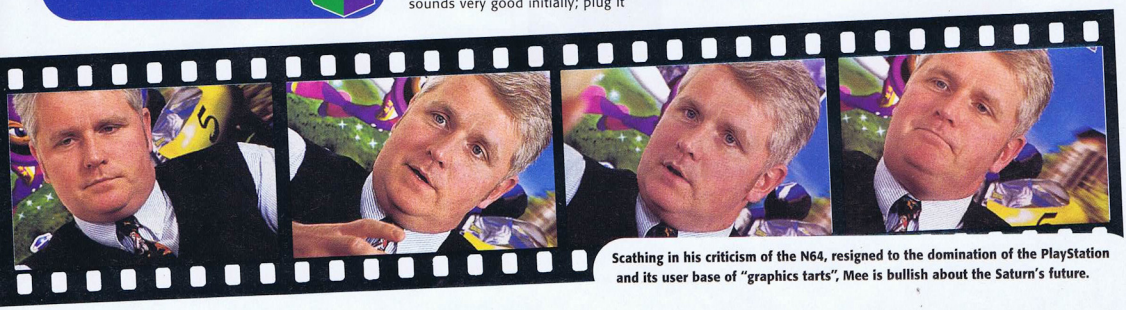
Random Acts Of Verbal Violence

Mee on Sony

"They're a big corporation and they don't want to upset anybody in Weybridge or wherever. However much they like to think they're at the cutting edge [of marketing] they've just spent a lot of money. They've suckered in quite a few graphics tarts to believing that they are so good."

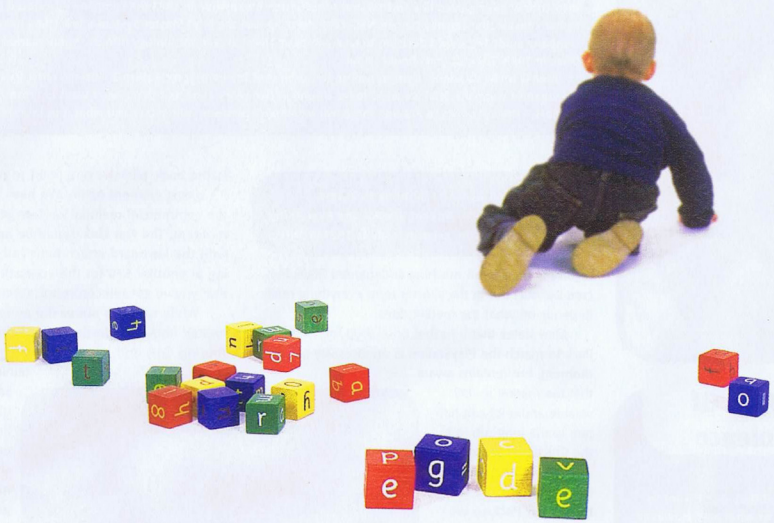
Mee on Nintendo

"I'm sure at the end of the day the old Emperor's clothes analogy will come out. Someone will say, 'Hang on a minute, it's not that good after all' and we'll just turn around and say, 'Yeah, we've been telling you that for ages'.



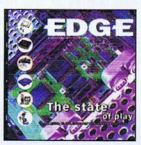
Scathing in his criticism of the N64, resigned to the domination of the PlayStation and its user base of "graphics tarts", Mee is bullish about the Saturn's future.

Most videogame magazines are pure child's play.



Only one gets it right.

Exclusive free supplement with issue 44 – embrace the interactive entertainment revolution as Edge predicts what the future holds for 1997 and beyond...



The future of interactive entertainment

EDGE®

Issue 44 on sale April 3

POWER TIPS

Cheats and Tips. Game enhancing quirky devices left in by kind programmers or the work of Satan, sent to spoil your games? if the latter's the truth, prepare for sixteen pages of sin...

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Dark Saviour .56

Cheats and Hints

Soviet Strike

Passwords

1. Crimea: *MARDOZ*
2. Black Sea: *KRAZHA*
3. Caspian: *VERBLUD*
4. Dracula: *YADRO*
5. Kremlin: *PERIWOROT*

Command and Conquer

Cheat Codes

Input the following button sequences at any time during play:

Nuclear Bomb:
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, A

Ion Cannon:
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, B

Air Strike:
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, C

Christmas NiGHTS

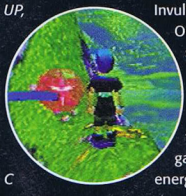
Features

Nightopians Singing Dreams: If all the Nightopians are happy they will sing the 'Dreams in the Nightopian' collection of tracks.

Date Settings: Set the date to December 26 1997 to play in Spring Valley Winter. Set the date to Halloween, and the music will be played on violins.

AMOK

Cheat Code



Invulnerability: On the options screen, enter the password *X, B, A, B, Y, X* then start a game. Your energy will decrease and your life bar will start flashing, but you won't die. If only we had such gems for real-life use, eh? It'd be great.

Black Dawn

Cheat

Level Skip:
At the Start screen, press and hold button *C*, press and hold button *B*, press and hold button *A*, press and hold *Up*, then press and hold the *LEFT* collar button. Now release button *A*, then button *C*, then the *LEFT* collar button and finally *Up*. You'll hear 'Blackhole engaged'. During the game, press and hold: *A, C, UP*, and the *LEFT* collar button to skip to the next level.

Can you help?

Thanks a lot
Tim Bannister, Reading

Die Hard Arcade

I know it has only been out a short while but I have finished *Die Hard Arcade* loads of times now and was wondering if there are any cheats or secrets to be found in the game to add a bit of spice?

Dragonball Z

Do any of you guys know any cheats to help me get through *Dragonball Z* on the Saturn. I am finding this incredibly tough to finish.
Yours hopefully
Chris Hunt-Newman
Wellington

Cheat of the month

Exhumed

Thanks to Kevin Monk of Winchester for the full low-down on where to find all the hidden development dolls in Lobotomy's superb *Exhumed*. The lucky fellow wins a Saturn game.

'I have been playing the brilliant *Exhumed* since the day of its release, and it is definitely the best first-person perspective game on the Saturn. It's also packed full of hidden secrets – in fact, the first time you complete game, your quest has just begun!
The developers have hidden dolls of themselves around the whole of the game, 23 in all – and they are not easy to find either. Once you have collected all of them and finished the game, you'll be rewarded with a Lobo-Flight Mode which is absolutely awesome.
I've compiled a list of where you can find all of the developer's dolls. It has taken me a long time to find them all, and do not know of anyone else who has collected them all! Remember, don't start looking for any of the dolls until you have all of the artifacts.'

Developer's Dolls

Tomb of Ramesses

1. John Schwab
As you are riding down the first elevator, face north and throw a bomb at the protruding pale brick. This will reveal a hole in the wall.

2. Kevin Chung
Find the chamber with four pillars in it. You'll see a different texture on the north-west pillar. Use the Bomb-Boost to propel yourself up to it to collect the doll.

Karnak

3. Ezra Driesbach
In the courtyard containing the Obelisk, jump from the top of the waterpool onto the arched door you walked through to enter the area - you'll have to destroy the pots upon it first. Your body weight will open a door just around the corner. Levitate up to collect the doll – there is a time limit, so you'll have to be quick!

Karnak Sanctuary

4. Mark Coates
Near the exit to the Amun Mines you'll find a waterfall, throw a bomb at the rock face above it. Levitate onto the ledge, and then use another bomb to a vertical passage in the right wall.

5. Paul Lange
In the green swamp, there is full health and full ammunition on the bridge – in the overhang you'll see a slight indent. Throw a bomb up from the other side of the indent (behind it) to reveal a doll. Levitate up to it.

Sobek Pass

6. Pat Schreiber
You need to blow a hole in the pillar

Crusader: No Remorse

Passwords

Below is a complete set of passwords for the easy setting.

Level	Password
02	*FWQP*
03	*PLRQ*
04	*SZNF*
05	*TD5S*
06	*J1BT*
07	*K2CV*
08	*N3DW*
09	*M4FX*
10	*X5GZ*
11	*C6HO*
12	*D7J1*
13	*F8K2*
14	*FGL3*
15	*JFM4*

Special Access

Enter the password *LRTN* for a look at the game's developers.

NBA Jam Extreme

Codes & Cheats

Here's the button sequences for all of the codes...

Buttons: Shoot/Block: A

Pass/Steal: B

Turbo: Right Shift Button

Extreme: Left Shift Button

On the Title Selection screen, press *Up* and *Turbo* simultaneously.

Random Player Select: After entering Random Team, press *Up* and *Turbo* again.

Show Fake Code message: Hold the *Start* button on Power-Up.

The following codes must be entered during the tip-off sequence, while the referee is walking out with the ball...

Computer Assistance Off: *Extreme, Turbo, Pass, Pass*

Beach Ball Mode: *Pass(X2), Turbo, Extreme, Turbo, Pass(X2)*

Max 3Pt Mode: *Pass(X8), Extreme, Pass(X7)*

Legal Goal-tending: *Extreme(X8), Pass, Extreme(X9)*

Soccer Ball Mode: *Pass(X2), Turbo(X2), Extreme(X3)*

Quick Hands Mode: *Pass(X3), Turbo(X3), Extreme(X3), Pass(X3)*

Power Push: *Turbo(X2), Pass(X2), Turbo(X2), Pass(X2), Turbo (X2), Pass(X2), Turbo(X2).* This makes the game very, very easy.

Dead-Eye Dick: *Turbo(X5), Pass, Extreme, Turbo(X6)*

Maximum Speed: *Extreme(X10), Pass(X3)*

Super Rainbow Shot: *Turbo(X5), Pass, Pass, Turbo(X6)*

Doom

Secret Level Passcodes:

JCGDNFL888

3P67ZNBQJG

JCGDNFL555

BXXBXXB778

JCGDNFL556

Die Hard Trilogy

Features

Bereta Secret

If you shoot and destroy the first helicopter in the first level of *Die Harder* you will get the Bereta for the rest of the game!

Good Cop Bonus: Don't shoot any hostages or policemen before entering the terminal on the first level of *Die Harder* and you will receive a 'good cop bonus'. This will give you lots of power-ups.

Mr Bones

Audio Stories

Insert Disc 2 into a CD player or the CD player of the Saturn and play the last two tracks to hear Mr

Sorted!

Some days us Chimp meister game-god types just get all tipped out and can't help our beloved readers. So in our Sorted! section we print tips and advice that readers have sent in for gaming problems that have previously been printed in our Can You Help? section. This months pearls of wisdom come from Mike Nisbitt of Welling. He wins some seriously dodgy *Saturn Power* scmatter that he won't be able to show to his mother, or something.

Command and Conquer

"I am writing in to help Andy Trimpe out with *Command and Conquer*. If you are playing as NOD, wait until the GDI have the ability to produce Orcas (roughly level 10 or 11). Now storm and capture the GDI's construction yard and build a helicopter pad. You should now have the double benefit of being able to produce NOD Orcas and NOD attack choppers that have guns much the same as the GDI guard towers and can hold loads of ammo!"

Small Players with Big Heads: On the Big Head selection screen in the Keep Record section, press *Up, Down, Left, Right, Down* and *Up* then select 'Yes'.

Big Feet Mode: Hold *Left* or *Right* when leaving the Big Head select option.

Head-er-iods Bonus Game: Hold *Up + Extreme* on all four pads when leaving the Team Select screen.

Marshmallow Treats: Hold *Up* at the end of the Title Sequence, before the screen dims.

Random Team Select:

which you jump onto to collect the key. The hole is half-way down on the southern face.

7. Tom Kristensen

There is a cliff face with a small brown ledge upon it at the start of the level. Stand on this and point north. Levitate over the wall you are facing and at the top of the wall blow open a hole to reveal a secret chamber.

Sobek Mountain Shrine

8. Jeff Blazier

There are four floating platforms in the outside lava pit, levitate to the underneath of the western most platform – facing the indent in the wall, throw a bomb straight down to blow open a hole to a secret passageway.

Amun Mines

9. Scott Bramston

In the room where you collect the Anun Bomb, you'll see a gaudy blue grain on the ceiling. Explode it with a bomb then Bomb-Boost up to it.

Set Palace

10. William Vallieres

You need to stand underneath the bridge that crosses the lava bridge. Blow a hole in the underneath of it then levitate from out of the lava and Bomb-Boost up.

Set Arena

11. Eric Klokstad

There are two pillars in the lava pit that have full health/ammunition upon them. Throw a bomb at either one of them – there is a doll at the bottom.

Cavern of Peril

12. Paul Schreiber

There is an area just past the chasm with four wasps. On the opposite side of the chasm in the corner is a chamber with a blue textured area on the ceiling. Explode this with a bomb and levitate up to it.

Nile Gorge

13. Richard Nicols

Jump over the camel at the exit to the Throth Treasure Reliquary and blow up the wall. Enter the upside room and collect the doll.

Throth Treasure Reliquary

14. David Lawson

Explode the pedestal on which the protective anklets are found. Drop down the hole and collect the doll.

15. Joe Kresoja

While still in this hole, turn around and bomb the decorative mural upon it. Bomb again to reveal another secret area with the doll in it.

Heket Marsh

16. Paul Haugerud

Enter the circular area with the fenced grating at the top of the outside wall, and bomb the pillar to expose the doll.

Selkis Path

17. Kurt Preifer

On reaching the end of the level, you approach the last green platform before the camel – Bomb-Boost up to the top of the chamber to find a secret passage with a doll at the end of it.

Selkis Burrow

18. Troy Jacobsen

Walk to the bottom of the spiral staircase to the exit. Turn around and bomb the wall directly behind you – to

"Can't finish this.... blah, blah. Need a level select for that... wibble, wibble" Is it my destiny in life to be the Mother Teresa of Gamedom, merely here to help you lamers? Okey dokey then.

Outrun

I am 36 years old and see myself as an older games player, but luckily enough to remember classic arcade games like *Outrun* and *Afterburner*. On seeing a copy of *Sega Ages* in my local games shop, I had to buy it. All three games look dated, and I must admit that *Afterburner* and *Space Harrier* haven't stood the test of time, but *Outrun* is still absolutely brilliant – only topped by *Sega Rally*! How can a game as old as *Outrun* play better that racing games like *Daytona*? It just proves that it's the gameplay and not the flashy graphics and many game options that makes a game good. Somebody told me that you printed some cheats for *Outrun* a while back, but I can't track the right issue down. Could you print them again please?
Joey Siseman
Barnstable

Afterburner and Space Harrier don't fare well by today's standards, but for some strange reason Outrun is still a good game [erm... not on *Sega Ages* it ain't – James]. *Here's two codes for you, the later will remind you of your younger days in the arcades.*
To get a secret cornering option which lets you increase your grip, hold the A and C buttons and go into the options menu. You'll now find the new option waiting to be tampered with.
To turn the game into an even more accurate arcade conversion, press and hold A + C + Start on controller two when the Sega logo appears at the start of the game. Now you can pretend to insert coins by pressing the Left collar button on controller 1!

Dark Savior

I been playing *Dark Savior* for quite a while now, and keep getting stuck in the same place. Can you tell me how to reach the captain's cabin within 3min 30secs? I can't seem to do this no matter how fast I go.
Simon Harding
East Ham

We have had more letters about Dark Savior *than any other game this month, more than we can possibly answer here but here is a little tip that will help all of those who can't reach the captain's cabin within 3min 30secs.*
After entering the room with Musashi in the cage and the Record Kaiser in the upper corner, climb up the stairs. You will end up in the room with the rotating boxes on the platforms. Instead of climbing up the ladder, try this. On the right side of the room you'll see a tan coloured box. Move it away by hitting it twice with your sword. You'll reveal a hidden passage. Jump into the hole to find yourself back in the Musashi Room on top of some cages. Enter the doorway to the left of you to leave the ship. Jack will give you some advice because he is concerned about sharks. Ignore him, turn to the right and follow the passage outside and around the ship. After undertaking some jumps and climbing a ladder you'll find yourself at a place which seems to be a dead end. Simply cut through the rope at the right, then jump down. Climb the ladder and break through the door by hacking at it three times. Jump into the hole and now it takes seven more jumps and you'll end up in the room just underneath the ship's deck. Taking this way saves a lot time because it avoids the nasty rotating platform and the room with the crane which you are have to knock over.

Worms

I have been playing *Worms* on the Saturn solidly for three months now and still enjoy it (especially in two player). I was wondering if you have any cheats for it because I have never seen any printed many thanks.
Ben Torrira
Wigan

There aren't many Worms *cheats about to be honest but we have come up with this new weapons cheat. At the Options screen, press C nine times, then Z nine times. You will now have a selection of new weapons to choose from.*

Shinobi X

I have recently been given a copy of *Shinobi X* and to my surprise I'm quite enjoying it. The bad news (and my reason for writing to you) is that I'm about three quarters though the game and now starting to find it pretty tough going. Do you have any tips for it? I would love to finish it now that I have got this far.
Randy Harvard
Oldham

Yes. We have.

999 Shurikens
On the Option screen, move the cursor over to Shurikens, then hold the RIGHT collar button and the LEFT collar button, while pressing C, A, then B. You will now have 999 Shurikens to deal death with.

99 lives
On the game start screen press: A, Z, B, Y, C, and X. This must be done quickly or the cheat won't work.

Level skip
When playing the game press START to pause the game. Now press A, B, A, B, A and then use the D-pad to select a level.

Bones' and Da Goulian's story. The jamming bit's still best...

Virtua Cop 2

Level Skip
Skip to the last boss stage:
Go to the stage select screen, and keep on shooting the stage one arrow until the time is up. You should go straight to the last boss stage.

Virtual On

General Tips
Change VR Colour: When selecting which game type you want, press the left shift key to alter the mech's colour.

Crouch attack: Press *Left, Right or Down, Left Shift, Right Shift and A, C or Y.*

SP

ACTION REPLAY CODES

Andretti Racing

Master Code	F6000914 C305 B6002800 0000
Qualify in 1st	160B3786 0064

Christmas NiGHTS

Master Code	F6000914 C30A B6030040 0000
Infinite Time	160FFB12 5FFF
Infinite Blue Orbs	360FFD58 0063
Infinite Present Guesses	160CF4D2 0038

Digital Pinball

Master Code	F6000914 C305 B6002800 0000
Infinite balls	1603A9B8 0003

Exhumed

Master Code	F6000924 C305 B6002800 0000
Infinite Health	16085286 00C8
Have all Weapons	1608527A FF00
Have all Keys	1604988E 000F
Have Extra Weapon Power	1604989A 0211
Infinite M60	16085296 00F0
Infinite Pistol	16085292 00F0
Infinite Anum Bomb	1608529A 00F0
Infinite Flame Thrower	1608529E 00F0
Infinite Cobra Staff	160852A2 00F0
Infinite Ring of Ra	160852A6 00F0
Infinite Manacle	160852AA 00F0

the right of the grey wall. Activate the switch to lower the highest stair, and explode the wall behind. Activate the next switch and blow up the wall again. Follow the passage to the doll.

Magna Fields

19. Dominick Meissner
Go into the large room with the spiral bridge, a full health power-up, and a stalagmite. Bomb the base of the bridge on the side of the stalagmite, this will expose a passage. Activate the switch and drop down to collect the doll.

Horus Peak

20. Paul Knutzen
In this level you'll have to run across a series of falling platforms, you'll finish on two platforms facing a lavafall. Blow a hole in the side of the lavafall near the top, this will reveal an opening – levitate up to the doll.

Canyons of Chaos

21. John Duessen + 22. John Yull
The laser field in the hidden area is really hard to negotiate!
At the very start of the level, levitate up and go straight ahead. Follow the path around to the overhang, go under it and turn around to find a different texture. Blow this out and enter. Follow the passage until you reach a dead end, bomb the ceiling to reveal another passage then climb up and attempt the laser maze. At the end are the two dolls.

Kilmaat Boss Stage

23. Brian McNeely
Below the walkway to the body of King Ramesses is an invisible path. It's quite tricky, but jump down onto it and collect the doll. Then head towards the rings and use the map to see where the path ends - jump onto the lowest ring and Bomb-Boost back up.

Pleased to find so many *Exhumed* tips? If you're currently finding the last of its secrets, turn to page 20 to read about what could be your next Lobotomy fix...

Soviet Strike

With the safety of millions of people hanging in the balance and a third world war looking more likely every minute, it's no wonder you've turned to this page. One false move and it could be GAME OVER before you knew what hit you. So strap yourself in and prepare for take off with the only guide good enough to keep world piece: *Soviet Strike*, the FULL solution.

GENERAL TIPS AND STRATEGIES

The most fundamental tip in *Soviet Strike* is to keep moving. A sitting duck is a dead duck and we don't want that now, do we?

Constantly check your assets menu on the map screen for ammo or fuel dumps that maybe nearby. It's always wise to take a small detour during a mission to pick up those vital power ups.

It's possible to circle a singe enemy by using the jink control and tapping to the left or right. With a little practice you should be able to take out enemy crafts without taking any damage yourself.

Try to remember that buildings and radars can't shoot back, so concentrate on destroying the hostile element before wiping out anything else. It may be time consuming but it's vital if you want to keep victory in your sights.

You gain 150 armour points for dropping off passengers at the landing zones. So it's a good idea to look out for any MIAs or POWs in the locality if you require an armour boost.

Listen carefully to Mission Control. They are there to take care of you so their information is often vital if you want to complete the missions in the best shape possible. Ignoring their transmissions can, more often than not, be a grave mistake. Literally. On the other hand your co-pilot Nick can cause you to fail mission objectives if you go along with some of his crazy-ass plans, so make sure Mission Control's messages take priority over his.

You can use one of two views to play with, Classic or Chase view. Practice with both to see which one suits you best but you may find switching views for certain manoeuvres is wise even though the control method changes slightly.

MISSION OVERVIEWS

CRIMEA

A large transfer of money has been traced by STRIKE's computer whiz Hack and STRIKE.net has detected that your co-pilot Nick Arnold, along with a number of other POW's, are in the area. The objectives are simple: Rescue Nick and the others, destroy the terrorist camp that has been discovered nearby and listen into the classified communications of the elusive Shadowman who is behind the whole deal.

BLACK SEA

Prior to his capture, Amad confirms that Ceausescu's troops are on the verge of hijacking a Soviet fleet. STRIKE must stop him before he can launch an ICBM missile. If they don't the West will be forced to retaliate. Recovering the stolen ICBM's and destroying Vlad's fleet of subs are the primary objectives!

CASPAIN

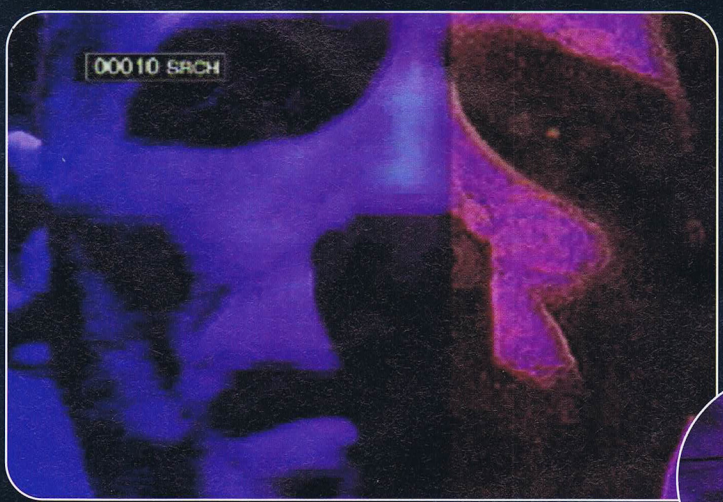
STRIKE have recently learnt that Sadissa Savak is pushing over 200 armed vehicles through rugged mountain passes towards a chemical plant in Grozney. Savak must be stopped from taking over this weapons plant! This is your only objective in this mission so use all resources available to you.

DRACULA

Doctor Ukrainian and Vila Ceasescu both have their plans for a nuclear reactor core in the aftermath of a nuclear accident but the STRIKE team have other ideas. A humanitarian rescue of epic proportions is called for as the safe disposal of the reactor core is of utmost importance. The heads of both Doctor Ukrainian and Vila are also high on the missions list.

KREMLIN

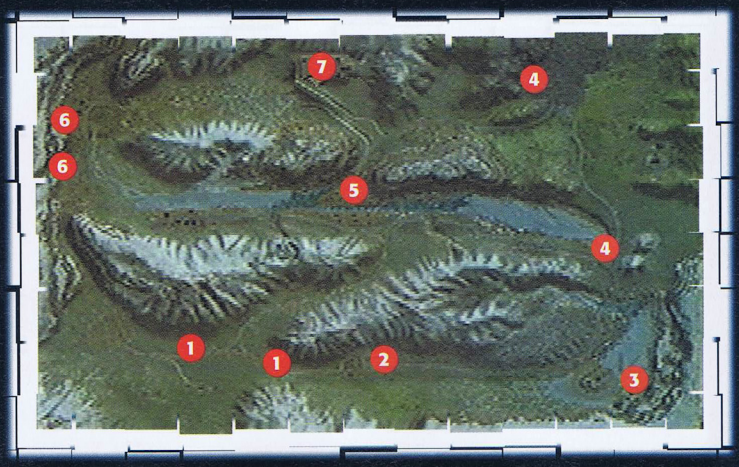
In the heart of Moscow, a parade through Red Square has been broken up as an attempt catalyse a coup. The Shadowman's plans are in action now the tanks are ploughing through the streets. Your primary objectives are to extract one of STRIKE's secret weapons, reporter Andrea Grey, find out the true identity of the Shadowman and save the democratic cabinet.



LEVEL 1: CRIMEA STRIKE

1. Radar Sites

Take out both of these early warning radar sites so you can enter hostile airspace undetected. Destroy the cannons and tanks before you target the radars. Communications in the valley will also be disabled giving you an advantage over enemy vehicles.



2. Agents

Destroy the watch towers at all four corners of this camp and then the enemies within. Use the chain-gun to destroy the buildings one by one and winch up the agents until all the buildings are levelled and your co-pilot Nick is safely aboard.

3. Airfield

Pick off the tanks and gun turrets before going over the ice. Destroy all the planes in the buildings nearby. Fly slightly to the north and you will find a landing pad, a building with a plough outside and some enemy troops. Pick off the enemies and land on the H-pad. Nick will get out and jump into the plough. Follow him until you get to the POW camp and watch as he drives through the perimeter fence taking out a tank and a watch tower in the process. Bless him!

4. POW's

Nick will now run into a hut at which point you get a video transmission. Kill the troops and level the watch towers left standing until Nick exits the hut in a snow plough. Leave him to do his thing and concentrate on picking up the POW's. As you can only carry six people on board you will be pleased to know there is a friendly LZ (landing zone) just to the north of the camp. Drop some POWs off then return for another load. Once this camp is secure go north to the second camp and repeat the process. There are 14 POWs to rescue in total.

5. Ex-KGB HQ

There are some tough tanks and some cleverly placed gun turrets on the way here so take your time destroying all of them before you turn your attention to the KGB HQ itself. Once all the enemies are taken care of, level as many buildings as possible. Don't worry about fire power though because there are plenty of power ups in the vicinity. When the KGB building finally hits the ground, men in natty red jumpers start to run from the area. You only need to pick up three of these fashion victims to complete the mission and reveal the location of the Terrorist Camp.

6. Terrorist

Take out the power station at the north point of the camp first then fly around to the south of the camp to kill all the troops. There's a drum of fuel behind one of the crates to collect if you're low on gas. Turn your attention to the buildings and start blasting. Some have troops hidden inside and some have supplies. Level all the buildings before you start on the crates because they take a lot of fire power and they hold ZSU tanks!

7. Eavesdrop

Take out all enemies on the outside edges of the HQ and then clear all the enemies within. Drop Nick off so he can plant the bomb and wait for him to return. Winch him up and return to your base in the west to complete level one.

BLACK SEA

1. Radar Site

Follow the coastline along to the nearest radar site. Take out the surrounding tanks first though to be on the safe side. If you head north-east slightly and flatten the buildings you'll find an extra life for the taking. Wait for the slightly dodgy acting from Ahmad then take out the other radar to the west.

2. Docks

The easiest way to approach this part of the mission is to go in one side of the dock and out the other side with guns blazing. This sweeping tactic is quick and painless as long as you keep moving. If you didn't destroy all the targets in one sweep then just come back from the other side using the same motion until there's nothing left. There are three docks in all to take care of and the same tactic works for all of them.

3. Pickets

The Picket ships are easy work using the sidewinder missiles (they only take one hit) so get rid of the annoying ships that surround them first using your normal rockets. Destroying the Pickets will disable the alert zone and enable you to go onto the next mission objective.

4. Carrier

Disable the Kiev by knocking out the command tower and then concentrate on the surrounding helicopters. Try to use the jink controls to circle them avoiding as much enemy fire as possible while shooting back. This is a tricky but valuable manoeuvre to master. Remember to stock up on ammunition before you attempt this objective, lest you hear worrying 'clunk' noises mid-battle.

5. Missiles

There are four cargo ships in these three areas. One holds armour and the another holds fuel, but the most important two ships hold ICBMs which is what this objective is all about. Take out the nasty gun turrets and then blow away the mid-sections to reveal lethal cargo. Winch them up and then simply drop them into the Black Sea. (I suppose the fish is off the menu, then?)

6. Destroyer

It may look big but tough it ain't, so the strategy is simple. The only advice I have is to stock up on ammo before you move in. The Destroyer itself doesn't take much killing but it's the only chance you'll get to pick up weaponry before mission objective eight.

7. Subs

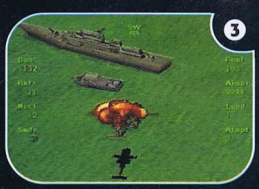
Time is of the essence here so get ready to move fast! This is the point that the subs are when you start this objective but they move quite quickly south-west towards where the destroyer was. Check your assets for any ammo supplies over the water to the east. Drop the depth charges one by one onto all three of the subs. Work fast before they move out of range.

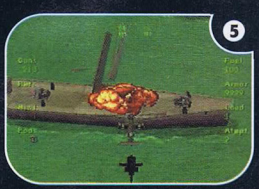
8. Rescue

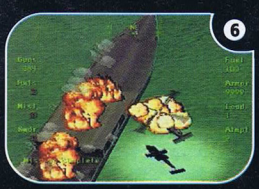
Your next target is the Kara 6. Start from one end of the ship and slowly blast your way to the top until it has more holes than a sieve. Watch out for Ahmed splashing about in the water, he has to be winched up in order to complete this objective.

9. Landing

Use this small opportunity to stock up on weaponry and then make a dash for this shore line. Leave the hovercrafts for now and concentrate on the four tanks that come out of each. If any of the tanks make it out of range off the map screen, the mission will be a failure so make sure you keep tabs on all of them. When they're all taken care of, blow away the hovercrafts and return to base to go onto mission 3: Caspain Strike.



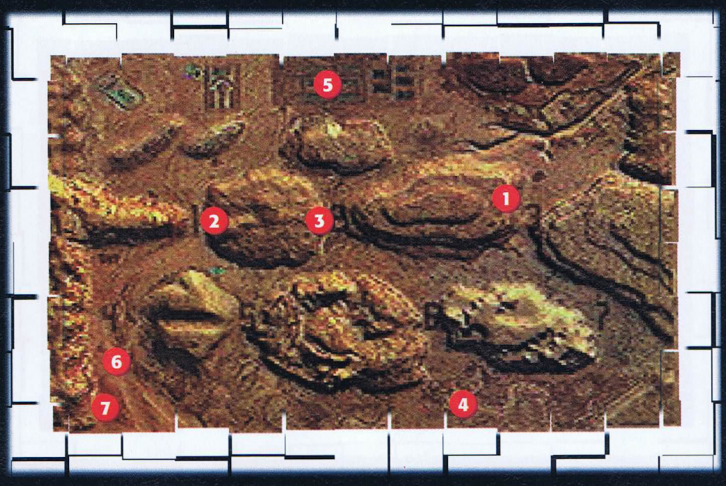




CASPAIN STRIKE

1. LT tanks

From your start point, take out a couple of the tanks just to your left but don't loiter too long because you need to fly here to shoot down the loose boulders that are on the hill side. This will temporarily block the path of the oncoming LTs. Once you've done that you'll get a message to go the north of the map to pick up Bessus. Do that and drop him off at the Observation Point (OP) next to your makeshift blockade. He will then summons his troops to help defend the Power Plant (which is at the top-middle part of the map).



2. MECH INF

Pick off a few more LTs while you are waiting for your next transmission. (If you fly to the front of the convoy you can destroy the tanks that are shooting at the boulders.) When you receive your next transmission, fly here and cause a land slide then fly up to the north where the transmission directed and pick up Nimrud. Now take him to the OP near the blockade you have just created. He to will call his troops to help with the struggle. Pick off a few more tanks while you are waiting for your next message but try not to put yourself in too much danger as you have other objectives that take priority.

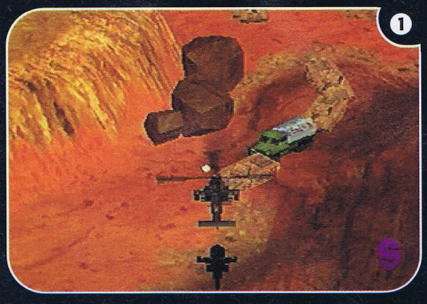
3. Heavy Tanks

Fly to these boulders and shoot them down into the gully. Now check your assets for Delilah – she's up in the far north-west corner of the map waiting for you to pick her up and take her to the last OP by the last blockade. She will also call on her troops to help in this epic struggle. All you have to do now is fly north to the power plant and pick off any tanks that have broken through your strategic defences.

4. Artillery

Enemy forces decide to make an attack on Nimrud's village so stock up on vital ammo and fuel pickups and get down to this southerly point as quickly as possible. Blow them sky high before they can get to the village using the cleverly placed fuel cylinders. Shoot the cylinders until they explode taking nearby enemies with them. This saves loads of ammo and makes this clean up operation much easier.

5. Scouts



By now a small group of scouts will probably have just about made their way to the power station. You should know the drill by now so do the right thing and kick their behinds to a mushy pulp. These guys aren't very tough so this objective shouldn't pose much of a threat to you. Just make sure the Power Plant stays intact, that's all that's important in this mission.

6. Elite

This is the starting point of Savak's Elite Guard Mobile AA Formation but they are heading straight towards the Power Plant and they mean business, Soviet style! So get straight to work on them before they get to work on the plant. Nimrud and Delilah may have a few tanks left to help you out so work with them to deck the lot of Savak's Elite Guard Formation.

7. Enemy HQ

You're going to need loads of ammo for this last objective so pick up what's left and make your way to Savak's HQ here. Kill everything that comes in your path and when the coast is clear nip down to the camp site in the south. Blow away all the tents and watch for a little jeep that will pop out of one of them. Shoot first and think later because that's Savak himself trying to escape. Be careful that he doesn't drive off the edge of the playing area because the mission will end a failure and you'll have to start again! If you do manage to force a well placed rocket down his throat, the mission will be completed.

DRACULA STRIKE

1. Agents

You start this with mission with your LZ under attack from carriers and tanks. Hit them hard and fast before they overrun your base. Your next target is the sanatorium which lies east of your position across the river. Your mission is to rescue agent Ivan, but before you attack the sanatorium, fly to the front of the building where you will find a radar site which is protecting the area. Flatten the radar site then fly south until you reach the windmill, destroy the windmill to discover the super winch. Now fly back north to the sanatorium. Agent Ivan is dressed in black and hidden in the east of the sanatorium. Don't make the mistake of picking up six scientists and finding there is no room for Ivan, failing to save Ivan will get you recalled to base.

2. Mines

When you have picked up Ivan and five scientists head west past the LZ that you started from. You should come to a field with a big circle in the middle – the mines. Whatever you do, don't land your chopper just yet; search and destroy any enemy vehicles in the surrounding area then only when you're happy that the area is clear, land and drop off the scientists. Now go back to the sanatorium and pick up more scientists to transport to the mines. Take care that no more than one or two perish because you're going to need 11 to complete the mission.

3. Reactor

This is the power station, everything must be cleared from this area to disable the alert zone that is protecting the reactor. Now fly east to the big building. Don't waste your weapons trying to blow it up – you only need to shoot the dome at the top of the building.

4. Airlift

Drop off Ivan – he should run into the big building. Four tanks will appear. Give them a hellfire greeting each and then pick up Ivan when he reappears from the building. Once he's safely back inside, hover over the top of the building, above the dome and winch up the reactor core. With the reactor core in tow, fly back to this location (the salt mines) where the scientists have been busy digging. The idea is for the core to be dropped at this specially prepared new LZ.

5. Tomahawks

You will receive instructions to go here, where the Tomahawks are waiting. First you must destroy the radar site which is at the end of the airfield on the other side of the river. With this done, sweep the area flattening all the turrets and tanks you come across. Now drop Ivan off again – he will run over to a crate which he will break open before running back to the chopper. Hover over the newly opened crate to pick up the laser designator. Go back to the salt mines and drop the busy Ivan there. Things start to get pretty hectic now because you have two minutes to airlift seven scientists and Ivan to safety or they will all perish. First take a load of scientists to the LZ to the far west, then go back for Ivan and the remaining boffins and head south.

6. Ahmad

This LZ is surrounded by dozens of tanks. Drop Ahmad off and he will clamber into his tank and start blowing seven shades out of the enemy tanks. Using your map, blast all the tanks in the area until you get a message from Ahmad saying that he can't hold out much longer.

7. Monsters

After you've helped him out, a second wave of tanks will launch a huge attack. They must be stopped otherwise they will destroy the Power Plant ending your mission.

8. Scuds

HQ will send a message that a scud commander is in the this area. Try to take him alive and he will give the exact location of each scud site. otherwise it's guesswork. Destroy all the enemies surrounding the sites and then take a look at the L-shape buildings. Shooting some these will expose launchers, you must destroy at least three of the missiles before they take off.

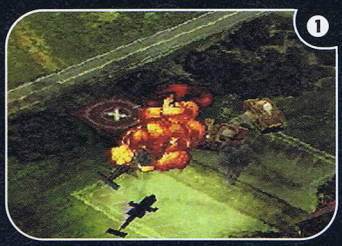
9. U.N.

Ahmed is in trouble, he is being held with his UN troops at this location. Destroy all the rocket launchers that are surrounding them then pick Ahmed up (he's the one in black) and as many troops as you can. Drop them at the LZ to the west then go back for the others.

10. Vila

Here you will come across Vila and her army, who have formed a convoy heading for the Salt Mines. Attack the convoy from behind, seeking out the radar tank – destroy it quickly as possible, to bring down the alert zone. Leave Vila's tank with an orange turret alone, as you will only be wasting ammo. The orange turreted tank will drive into a graveyard which has a obelisk in the middle. Concentrate your fire on the obelisk until the top collapses onto Vila's tank, destroying it and killing her.

KREMLIN STRIKE



1. Officials

On the way to this location you will receive a message from Andrea, informing you that she needs rescuing. Destroy all the ZSUs and tanks from in area and Andrea will emerge from a building. Pick her up then go to the buildings to the far left and try to rescue the agents. This area is crawling with tanks which in themselves represent an alert zone. Once these are cleared, drop Andrea who will blow the doors of the building to release the agents. You will now be attacked so concentrate your fire on the incoming troops and tanks as you pick up the agents. With this done, drop everybody off at the LZ which is close by.

2. Bombs

You'd better have packed your rocket pants because this mission requires some nifty flying and gazelle-like reflexes. Once you fly off from the first rescue mission, you'll discover that Yeltsin is still missing. You have to find him, but before you do, just to add to the confusion, some bomb trucks are on the way to blow up the bridge. First destroy the truck nearest the top of the screen and then gun your way downwards through the other kamikaze trucks. If one makes it through, it's back to base for a bollocking!

3. Kremlin

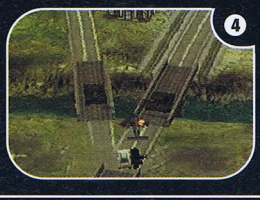
A group of missile carriers are trying to blast through the wall at the Kremlin in an attempt too get to poor old Boris. Stop them reaching the wall, preferably with some sidewinders. Making good use of the ammo that lies in the Kremlin's grounds, attack the gathering force of missile launchers on the eastern side of the Kremlin. Now dispose of the four turrets on the other side. Three enemy choppers will arrive from a north-easterly direction. Make sure you gun down the largest helicopter first, otherwise it will land and drop off troops who will close in on Yeltsin. After dealing with the other two choppers, take time to restock.

4. Yeltsin

A LZ will appear where you should drop Andrea off. She runs into the Kremlin to beg Yeltsin to come out and make a break for it. Once they emerge outside, the limo they were going to escape in is blown up. Boris then panics and runs of to a secretly hidden car. Destroy the troops and tanks that are in the car's path and then concentrate your fire on the big cannon which will blow a hole in the wall for Andrea and Yeltsin to escape through. Now things really start hotting up. You have to escort the car through the streets of Moscow blowing up tanks and any obstructions that get in the cars path. Yeltsin and Andrea end up going into a drive-through burger bar where two cars are blocking the cars path and need to be destroyed.

5. Airliner

While you are blowing the cars up, more tanks will be closing in on the car. You'll receive a message telling you that the airport is under attack. Ignore this and protect the car at all costs. Yeltsin and Andrea will eventually make it to a waiting plane. The airstrip is flanked by tanks and troops which have to be destroyed along with the other storm troopers which come from within the plane. Once the Area is secured Yeltsin will board the plane and you should pick up Andrea.



6. Mob boss

At this location, the Mob HQ can be found. The building is surrounded with gunmen. Quickly deal with the gun emplacements before blasting a hole in the building. A figure will emerge and run to a waiting speedboat. Throw everything you've got at the speedboat because if it disappears of the map he will have escaped and the mission will be aborted. When the speedboat has been blown up, capture the driver who will give you the location of the KGB agent.

7. KGB boss

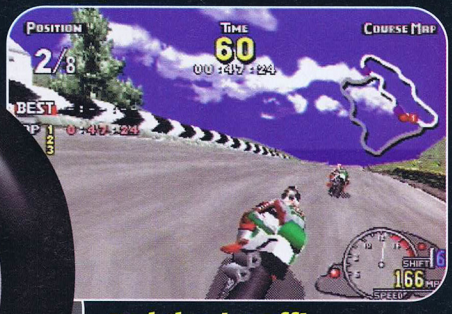
Fly to the KGB agents building which is protected by a ridiculous amount of tanks. In the middle of them is a large power conduit, if you can take it out, the alert zone will be dropped making life a bit easier. Keep plugging away until all the tanks have been totalled, then blast a hole in the building and wait for the KGB agent to emerge. He will be very elusive and do all he can to evade capture, so be patient! Once captured he refuses to talk. Take him and drop him into the bear pit. He then spills the beans, revealing the location of Shadowman.

8. Shadowman

Go to Lenin's tomb, where you have to clear the entire area of enemies. In a last desperate bid to wreak havoc Shadowman will attempt to launch some lethal rockets of destruction, which you have to destroy before they take off. Now blow up the tomb before winching a coffin out of it. This will give you the location of Shadowman's whereabouts. Finally you have to rescue a pilot from the bi-plane before shooting the plane out of the sky, killing the Shadowman and saving the world!

Manx TT

Are we trying to teach a collective bunch of grandmothers to suck eggs here? Are you more informed on the subtle intricacies of driving games than we're lead to believe? Maybe, maybe not, but there's always people out there crying out for assistance so, to surprise and hopefully delight, here's a packed four pages of the best tips and exclusive cheats on Sega's current racing smash.



Cheats always prosper

If you've possessed a copy of *Manx TT* since the game was released, then I think it would be fair to assume that you've at least completed the four tracks in the challenge to gain the Superbikes, but did you know that there's a cheat to get them? Probably not, and this is it HERE...

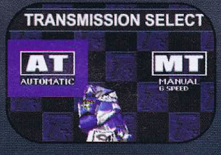
Superbikes

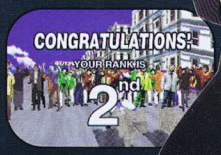
On the main menu screen, press *X, Y, Z* and the *two shoulder buttons* at the same time. You'll hear a cheer and the Superbikes option will be highlighted when you go into the Saturn option in the game.

Sheep mode

Hidden away in the arcade machine was an option to swap the semi-normality of a motorbike for the far less mundane option of a sheep. Now, whether this is simply another case of strange Japanese humour, or possibly an indication of what they think of us Brits is unknown but, thankfully, the cheat remains in the Saturn version. It's unsure to us at the time of printed as to whether you can play the sheep as a standard mode but here, for the first time, is the cheat to activate the sheep mode.

Go into arcade mode, select your track and, when you get to the gearbox selection screen, press *U, U, D, D, L, R, Z* and *Y*. You'll hear a friendly 'bleet' and, when you start the game, you'll be (ahem) riding a sheep.





And they're off!

Some might say that a race can be won or lost by the start of a race and, whilst there's no denying that a good start will certainly grab you an extra second or two and the possibility of an extra place up the rankings. To get a good start, you should really get your revs about the 8-10,000 mark when the race begins. You'll then get the commentator to say 'Good start' and, although the rest of the pack will accelerate away from you, you should catch up with them a bit quicker.

Round the corner

Like any driving game, the secret to success in *Manx TT* is getting used to the cornering of the vehicle. If you own an analogue pad then things become a bit simpler as you can get a far greater degree of control over the bike's streeting. But, even if you're using a standard Saturn pad, you should be able to get to grips with the handling of the bike pretty quickly. The secret is to jab left and right rather than keep your finger on the D-pad – doing this will cause you to fly into the walls every time.

Motorbiking

There's eight basic bikes to choose from and an extra three superbikes but, naturally, they all vary somewhat in quality and ability. Do you want a bike with top acceleration, or would you prefer something a little slower that's bound to get you through those trickier corners? The choice is ultimately up to you, but here's our own personal opinion on every single damned one of them.

Bike 1
Average in every respect, the Honda manages to be one of the best bikes in the game simply because it IS average in every respect. There's very little unpleasant cornering hang-ups and the speed and acceleration is still satisfactory.
Our rating: 8/10

Bike 2
Very much the same as the last one, but you gain a bit more in acceleration at the loss of a bit of the top speed (the handling remains exactly the same). It might suit you if you liked Bike 1, but fancied a bit more acceleration – although the extra amount in pretty minute.
Our rating: 8/10

Bike 3
A really high amount of top speed and acceleration, but suffers for the lack of any handling whatsoever. If you know the tracks inside out and can anticipate the corners, then you might get on with this bike, otherwise I'd avoid it.
Our rating: 6/10

Bike 4
The handling may well be knocked up on this bike, but that isn't always an advantage. The speed and acceleration's down too, so you might want to use this bike as a starters one. You still might find the handling too responsive on any corner apart from the toughest chicanes.
Our rating: 5/10

Bike 5
Similiar to the last bike in a lot of ways, but it seems to have higher speed and acceleration. A more all-round bike, you may think, but I found it much harder to control on corners, so a lot of the increased speed was wasted on this bike.
Our rating: 5/10

Bike 6
A more all-round bike than some of them in the game, but I still have to say that I preferred one of the bikes with a slightly lower handling. It was more apparent in this one that handling that was too sensitive would just have you flying all over the track. Like a fool.
Our rating: 6/10

Bike 7
Probably my favourite all-rounder of the selection of the basic bikes. Top acceleration and a lower range of handling means you can glide around most of the corners a lot easier and then have the bursts to fly through the straights.
Our rating: 9/10

Bike 8
This machine has almost the same statistics as bike 6, but they all appear to be a fraction lower. For some strange and likeable reason the lower handling seemed to improve matters somewhat, but it's still not quite as impressive as our favourite, bike 7.
Our rating: 7/10

Hit and run

If you're tired of the other riders repeatedly bumping into you, then you can always try to knock them off. There doesn't seem to be any set way to do it every time, but you could always try to catch them out on a corner.

Red is for danger

There are two types of chevron-type affairs on the corners of the tracks. The black ones simply indicate a fairly smooth corner is approaching, but it's the red ones you have to keep an eye out for. They usually appear right where you least expect them to and usually have to be handled with care. If you follow the usual rules of motor racing, though and swing out before them to cut across (following the typical 'racing line' in other words), they can usually be driven through without slowing down.

Control freak

Manx TT works with any of three Saturn controllers… and all to varying degrees. They're all put through their paces in the actual review of *Manx TT* that starts on page 64, but we should tell you here that the three are the standard Saturn pad, the analogue controller and the arcade steering wheel.

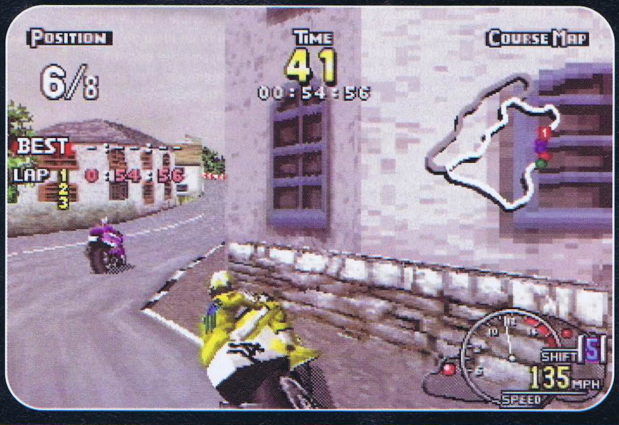
Now, while the game's playable enough with the standard controller, it comes into its own with the analogue pad. Surprisingly enough, though, we also found it fairly responsible and playable with Sega's arcade steering wheel.

Going down?

The best opportunity to catch up with the other riders on any of the courses is on the downward slopes. Hit the accelerator and you'll quickly find yourself getting closer to the leading pack – unless you're one of them, of course.

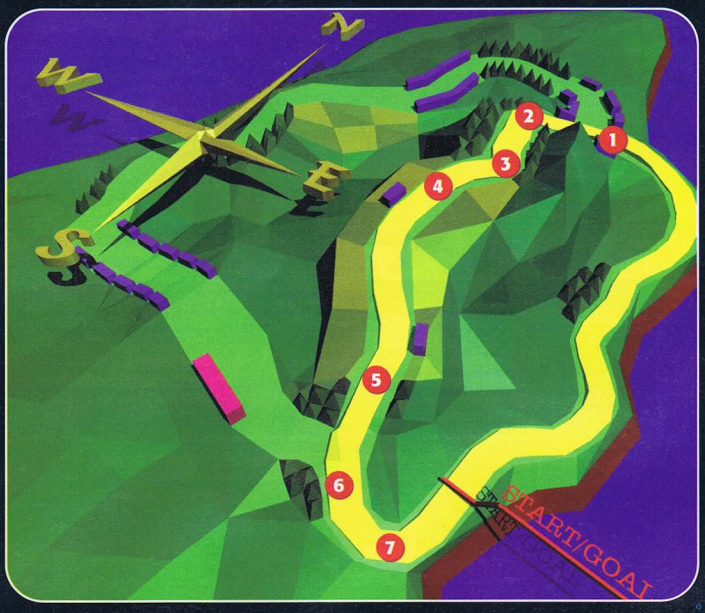
Too speedy?

Take care when you're approaching a corner. You may have made loads of ground up on the straights, but unless you're really skillful you're bound to end up crashing into the walls.



Laxey Coast

The Laxey Coast course is the simplest in the game and perfect for beginners. None of the corners should pose too much of a problem and you should be able to pick up the knack of weaving into the corners fairly quickly. Here's probably the best training ground for trying out the various bikes. Oh, and the large N points to the North... and a rolling stone gathers no moss.



1 Just through the first couple of corners and you'll come across this bridge. You should be up to full speed by now and just about catching up with the other bikes.

2 And then, just past the bridge, you come into this, the first proper corner of the game. It's a shallow left-hander and you should be able to take a nice position tucked in on the inside. Watch out for the other bikes, though.

3 After that you get to this smooth right-hand corner. It also shouldn't pose much of a task for you, but try to get as good a racing line as possible, because straight after it you get to this...

4 ...corner. It's not quite as tight as the red chevrons would have you believe, but getting a good position on it will keep your speed and probably jump you forward a couple of positions.

5 A bit later on and you're about to power down a straight. These are great sections for overtaking, and if you were lucky in the last few corners, you should have a good head of steam behind you.

6 Now at the end of the slope, things should be looking a bit promising and you should be near the lead position. Watch out on this corner coming up though, as...

7 ...the rest of the pack behind you will miraculously catch you up here. You need to take a tight position as close to the left as possible. This will put you in an ideal position to accelerate into the straight and past the finish line. Let off the steam a little if it looks like you're going to slide out into the middle of the track.

SUPER Motorbiking

So, you've finally got your hands on the three extra bikes and you want a bit of assistance on their abilities? Funny, that...

Superbike 1
In my humble opinion, this is the best bike in the race. Fast and pretty quick off the mark, with a low enough handling rating to allow you to easily glide around the corners, but not low enough to have you ploughing into them. Bloody Lovely, this is.
Our rating: 10/10

Superbike 2
Certainly fast enough and all those black leathers with the Sega Saturn logo all over them may be good enough, but the handling was so sharp that I ended smacking into corners left, right and center.
Our rating: 6/10

Superbike 3
Another very fast bike indeed, but although there's very little actual difference between the superbikes, the smooth handling of the first superbike (combined with a similar speed) gives that one the edge out of these three.
Our rating: 7/10

TT Course

The TT Course is more advanced, though, and features a number of devilish twists and turns and a manic chicane through the town. A cool hand and pants of teflon are needed to get through this one. On this course it becomes clear why a worrying number of people die at the event.

1 A good start will do you the power of good on this track. There's a fairly long straight to get through and you should be able to get up a fair amount of speed before...

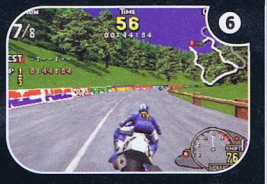
2 ...you hit this corner. Try to get around this one cleanly as possible or you'll shave off those valuable miles-per-hour as you fly around the bend.

3 This long shallow up-hill left-hander is easy enough, but remember to level up quickly as you get to the top to hit the jump just right.

4 Those red corner markers are the first batch you'll come across on this track and lead you into the town. There's this nice long straight beforehand, though, so you've got plenty of time to line yourself up right.

5 Taking this chicane correctly can make the difference between winning and losing on this course. As long as you think ahead and aren't too far over to the left, you should be able to zip through the middle of the buildings quite cleanly.

6 You than get onto this relaxing and gentle corner through the leafy glades of the Isle of Man. Keep tucked in to the right, but don't oversteer or you'll crash into those barriers.

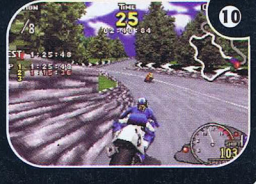


7 Now you get to the same point as in the first track – a gentle right-hander followed by a sharper left. Get as good a line as possible again for this right-hander...

8 ...and you should be able to clear these corners easy enough. Again, power through them on maximum acceleration to scream past the pack.

9 Another weaving downhill bit and you can really close the gaps here. So, if you're lagging behind a bit, you'll find yourself moving up a bit.

10 Take this well and you're sure to stand the best chance of winning. The best tip I can give you is to lay off the accelerator a short while before hitting the first corner and the lean into the bend slightly (applying the brake if it looks like you're about to slam into the back wall). After a few attempts you should be able to steer the bike cleanly through the chicane without too much trouble.



Far more information on *Manx TT* (including an interview with the game's developers) can be gleaned from our four-page review kicking off on page 64.

Dark Savior

Sega Power came to a conclusion. The same couldn't be said for one certain _Dark Savior_ guide. Rather than leave players stranded, we've decided to print the final two sections. Aren't we great?

Deadman's Hallway and Beyond (Parallel 1, Parallel 2)

In the room after Matt, there are moving and falling panels. It's easier to use your 'zoom-out' facility here. To get a better view of where to jump. You'll encounter a guard dog in the section ahead.

1 There are two guard dogs in the tower, which you can either fight or avoid. You can't capture them, however.

After you meet the first guard dog, there's a tricky area which requires you to place crates on switches in a strategic order so that you may progress. First, place anyone whom you may be carrying on the floor near the barrier. Go down the stairs, and jump up to hit the two blue crates with your head. They'll fall down; now you can pick them up and put them on the large panel nearby.

Go back up the stairs and you'll see that the barrier has fallen down to make a bridge. Now follow the steps below to complete the room.

2 First, press all the red switches to bring this walkway down. Use crates on the first two and stand on the last.

3 If you're carrying somebody, throw them into the lower section and then place them here.

4 Put the box on this red switch to create a new walkway. Now make your way around it to end up in the same place as your friend.

Before you leave the room, speak to Indigo. If you didn't previously find the Sword Power, he'll give you this item.

The way ahead is pretty straightforward. There are some arrows to dodge in one room and another guard dog on the outer walkway. You will, however, have to fight Evilsizer – who you'll meet in the section below. In Parallel 2. You'll also have to fight Duran.

Sewer (Parallel 1, Parallel 3)

The only puzzle here involves a green dial which you must hit three times in order to open the gate ahead. Hit the switch, then complete the room QUICKLY as the gate will close in a matter of seconds. Get in some practice before you do the jumps for real.

5 Hit the dial three times.

Kurt's Mansion (Parallel 2)

You'll have to make your way through a sewer section to get here, but it's not terribly difficult. At the mansion, the only puzzle concerns hitting stone blocks so that the patterns on them all match. Basically, the white lines on the blocks must join into complete shapes, or lines with the marked arrows on each end. Look at the screenshots to see exactly how this is done.

6 Line the blocks up exactly...

7 ...so that they all match as shown.

You'll also have to fight the Commander and it's possible to capture him, so keep you meter charged up. In the Vault, hit the sliding switch across as shown.

8 Hit the switch.

Now pick up the Diary and leave the way you came, jumping on the top of blocks and furniture to avoid the lasers. In the sewer section, don't waste any time as a torrent of water is sweeping through the chambers.

After meeting Kay's hologram, climb the rose vine that she leaves in order to progress to the mining site.

Mining site (First three parallels)

This area requires you to press numbered switches in each section, which will open the corresponding doors. Follow the screenshots to see how each one is activated.

9 Switch 1: There are two crates in this section. Hit them in order to break them, and you'll find a small box. Place the box on the switch

10 Switch 2: You'll have to throw the small box onto the switch to activate it. Stand here, jump and throw.

11 Switch 3: Clear the area of bats, then step on the switch and RUN – there is a time limit here.

Jump as shown, and use the boxes as platforms. The following switches depend on which Parallel you are in – in parallel one, you must use switch five.

To activate the panels needed to reach the gate, hit the small lever near it, and the huge lever which is hidden behind the miner's hut. Step on switch five, then use the walkway and panels to get to the gate.

12 Hit this huge lever. In parallel 2, switch 5 is broken and you'll have to use switch 4 which is located inside the hut. This will take you to a different area. Don't miss the magazine in the room ahead though.

13 Jump off the stairs here to reach the magazine.

In parallel three, neither switch is working – you'll need to use the backup switch instead. This is a huge lever located in the area above the miner's hut. Climb the metal ladder to reach the door. In the rooms ahead, you'll have to negotiate your way around conveyor belts.

Eventually you'll reach the cage in which the lever is located, hit the lever to open gate four and go back.

Lava section (parallel 1)

Beyond gate five is a volcanic river of lava, passable only by way of some useful moving platforms. You can fight Morgan the turtle here, whose skills can be captured. Watch out for perspective based tricks in the areas ahead – use the L+R buttons to pan out your view.

Back at the mining site, climb the ladder ahead, and press the Heavy Cargo Transfer switch. The lift will take you to the next location.

Mining section 2 (Parallel 1)

In the room with moving panels and switches, you'll find some chocolate where shown.

14 Find chocolate here.

To complete the room, you must first place the small box on the switch so that the stone block moves across. The second switch is harder to activate however. You must place on of the two boxes on the edge to provide a higher platform to jump from. While carrying the second box, jump into the lower platform, and before you are knocked off jump onto the one above.

Drop the second box onto the switch below

and there's a similar switch ahead – though it doesn't appear to do anything.

15 Drop the box onto the switch.
Lance will attack you in the next area and as you fight him make sure that he doesn't fall off the rail track otherwise you will lose your points. You cannot capture Lance, so finish your fight with a 'special' to gain extra credit.

16 In the section ahead, guide the boulder by standing on the switches as shown. Time it right, and don't let the boulder fall into any holes. Eventually it will fall onto a switch which will open the next gate.

In the final mine section, you'll face Kurt. Now you'll have to make a decision which will determine the course of the game from here. It doesn't really matter which course you take, but keep a couple of save games handy if you want to see the outcomes of both.

Mine Cart ride (Parallel 2, Parallel 3)

You must take a minecart which brings you to the outside area near the Bilanium store. The minecart ride in Parallel three is tougher.

There aren't really any hints to offer here, other than the fact that you can use L+R to toggle views. Oh, and if you find this sub-game TOO hard, cheat! Simply use your PAUSE button at every opportune moment.

Ancient Ruins (Parallel 1, parallel 2)

Though both parallels lead to this area, in Parallel two all the puzzles are done for you. Though in this parallel you will have to fight Max to get to the Ruins – it is possible to capture him.

Basically, in the ancient ruins there are a number of puzzles that require you to unlock a sequence of murals. The puzzles are as follows:

17 Hit the mummy so that it ends up in its coffin. The lift will start to move, taking you to the chest with the key.
18 Throw the blocks into the first two vases, then stand in the third.

19 Third mural: Jump onto the skeletal dragon's back, and hit its mouth shut with your sword. Now use the moving sandstorms to make your way over to the chest and back again. Fourth mural – simple. The key is located in one of the pots.

20 Fifth mural: Hit the final post – it will fall to provide a bridge so that you can get the key.

21 Sixth mural: Stand on the Sphinx, then jump onto the unlit torch. Hit the wall to reveal a block – place this block on the rose crest.

Parallel one also requires you to fight the Lavian Knight. You cannot capture him, so again, finish with a special move. Now take the Rajeen sword and leave via the lift at the end of the room. The only puzzle in Parallel two concerns rescuing Tracy. Put the small slab where shown, and hit the pillar so that it ends up on the final pedestal.

22 A pedestal, yesterday.

Next month: the final part!

Reviews

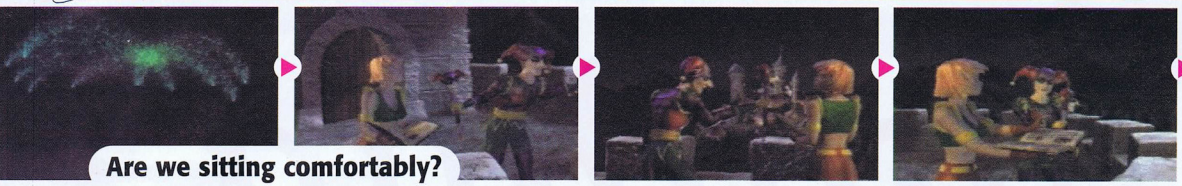
Pandemonium

TOP GAME

The lead review this month is an exclusive first judgement on the conversion of one of the best PlayStation platform games around. But can the Saturn faithfully reproduce the graphical trickery of the orginal and keep the fast, smooth graphics... TURNOVERTHEPAGEVERYQUICKLY!

Reviewed this month

60	*Pandemonium*
64	*Manx TT*
68	*FIFA '97*
70	*Puzzle Fighter Turbo 2*
72	*Return Fire*
73	*Mass Destruction*
74	*Space Jam*
74	*NBA Live '97*
75	*Bomberman SS*
76	*Scorcher*
76	*Hexen*
77	*Powerplay Hockey*

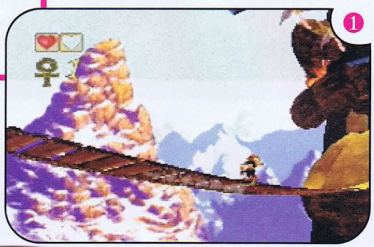


Are we sitting comfortably?

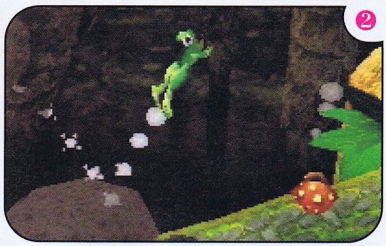
Pandemonium **revolves around these two characters (Nikki the acrobat and Fargus the jester) and their japes with a book of spells they steal from a hopeless crook. Having taken the book they run away to the top of a tower to try out the various simple spells to get the odd firework effect (called Shatner's wig and lovingly named after the hero of *Star Trek*). Egged on by Fargus, though, Nikki tries a more difficult and higher level spell. The effect of this is a giant monster appears before their eyes and starts to devour a conveniently-placed town right in front of him.**

The only way to restore order back into the world and reverse the spell is for someone to travel through the land to find the mysterious ingredients needed to send the monster back to the hellish dimension from whence it came... and that's where you come in – or buy the game, whichever you prefer.

Pande



1 **The camera does pan around independently, but as you can see from this screenshot, some of the angles are pretty intelligent.** **2** **Being a frog will help you in some sections of the game... as will being a dragon, a tortoise or a rhino. Trust me.**



Will this game cause a *PANDEMONIUM* on the platform game starved *Saturn?* Ha ha ha... I'll get me coat.

The third dimension... you enter it with a head filled with wonder, amazement and awe. You begin to ask yourself how you ever managed to play games without it and everything else pales into the murky and dim past. Add the third dimension to a driving game and, all of a sudden, you're there. You really ARE Damon Hill, battling for pole position, you can really imagine what it's like to score the winning goal for England against the mighty German team and, in platform games, a whole world unfolds beneath you as you run, jump and flap through undulating texture-mapped backgrounds and ledges... or so you hope.

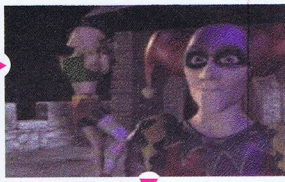
The problem with 32-bit machines and the popularity of this extra dimension is that programmers start to misuse it. If you believed what they said, then every game released would be a 'wonderfully rich environment with full interactivity with the backgrounds and realism beyond belief'.

Now, this brings us neatly and tidily onto *Pandemonium*. Yes, it's in 3D. Yes, it contains beautifully texture-mapped backgrounds... but the 3D isn't quite the same 3D as you'd find in say *Mario 64*. It's pretend 3D, really.

Pandemonium is a game of many parts... 18 of them (levels, that is) bolted and fused with variety and mixture on each and every single one of them. To add spice to the game stew, there's a couple of extra

"Sure, you move in and out of a 3D atmosphere and the levels are 3D enough, but the gameplay is pure two-dimensional."

Players	One	Levels	18
Difficulty	Medium	Release Date	May
Top 100 Position	24	Sega	☎ (0181) 995 3399



monium

❶ A grab from one of the icy levels. You'll slide everywhere... TO DEATH! ❷ You'll find loads of these 'running around a tree' things here.

Chick, pick me up!

As you'd expect from a platform game, there's (quite literally) TONS of things to pick up. All of these are scattered around the levels in varying degrees of impossible-to-reachness. Say hello to...

Coins

Green Coin

Every time you collect one of these you get a single point added to your total. Collect 300 of them for an extra life. Get 80% of them on any level to get onto the speed bonus level and 95% of them to get onto the pinball bonus stage.

Red Coin

Adds five to your coin total. Loot!

Purple Coin

Adds 25 to your coin total. More loot!

Weapons

Fireball

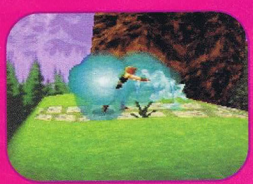
Destroys everything that it comes into contact with. We like.

Shrink Ray

Reduces any enemy to a helpful, run-overable size. Be quick, though, as they return to their normal size fairly quickly.

Freeze Ray

Like the Shrink Ray, the effects of this weapon are instant but limited, so be bleedin' quick, young Jedi.



Helpful Things

Keys

Some sections of levels are closed off and a key needs to be found before natural progression can be made. Needless to say, some keys are easier to find than others.

Shield

Changes your character to a Mario 64/Terminator 2-style metally invincible person for about 10 of your Earth seconds.

Heart

Replaced one of your hearts. Each life has two and you lose one each time you hit something you shouldn't.

Ankh

All levels have at least one of this extra lives and, as you'd expect, they're tricky to find.

The bonus ball

As we've probably mentioned a couple of times too many by now, there's a couple of excellent bonus games hidden away in *Pandemonium*. To access either of them you need to collect more than 80% of the coins in any of the levels.

Speed Greed

On each of the bonus games you have three chances to rack up 100% percent of all the goodies available (including the odd extra life or two). On Speed Greed you are racing through a series of traps to try to reach the end before an approaching fireball catches up with you. Needless to say, the obstacles are bleedin' tricky, but there's lots of stuff up for grabs.

Full Tilt

Remember *Sonic Pinball* on the Mega Drive? If you do then this extra bit will make more sense to you. This bonus game, Full Tilt is little more than a pinball game with you as a human pinball. You fly around the screen, bouncing off the flippers and platforms, collecting coins – and they've even included the odd secret section or two to find. Marvellous.

Shape changer

To add that little bit more variety to the gameplay, there are certain sections in the game that can only be completed by one of the four special characters in the game. Because we're thorough and know what we're doing, we've found all of them for you.

Transformer

Most of the later levels contain one of these changing transformer things (called special gates). Walk or jump through them to change yourself into either...

A Dragon!

The only character with the ability to fly. Complete freedom is then given to you as you zip about destroying everything with your scorching magical breath. Or something.

A Rhino!

Perfect for difficult levels crammed with enemies as you can charge through all of them with your large horn. Ahem.

A Frog!

Perfect for jumping as high as you like, eating flies and waiting around to become an experiment in a seventh grade science lesson.

A Turtle!

As slow as you'd expect a turtle in a computer game to be, but with the added advantage of being able to disappear into your shell and become invincible... which is something we'd all like to do, eh readers? Just look at the little fella. Ahhhh...

incentives to the gameplay. Dotted around the levels are coins of various value to collect. Get 300 of them and an extra life is yours, but find over 80% of them in a level and you gain access to an extra special bonus round. Prove your worth even further and collect 95% or more of the coins in a level and there's a bizarre twisted pinball game to play... with you as a sort of weird human pinball thing... lovely. More on that to your left, let's dive into the meat of the game.

You can choose between two characters, Fargus the jester or Nikki, the youngest member of the Flying Fleugel Family – a team of highwire acrobats – and each character has their own trademark move. Fargus has a rather feeble spinning attack move, but Nikki has a far more impressive double jump that should allow you to reach the higher sections of the levels and grab the extra coins for the bonuses at the end of the levels.

The main thing that initially impresses about *Pandemonium* is the graphics. Converted almost perfectly from the PlayStation original, from the lush backgrounds to the character animation and the well-designed camera angles, everything moves and looks very good indeed. Each level has its own style and they're all varied enough from each other – although some of the classic platform stereotypes make an appearance (but we're thankfully saved from the monotony of an underwater level).

I mentioned earlier on that *Pandemonium* is pretend 3D and this is where I think some PlayStation reviewers have been a little unfair on it previously. They reckoned that *Pandemonium* was conning people into making them think they were getting a true 3D platformer – like *Mario 64*, for instance – but I don't really think that could ever be the case with *Pandemonium*. Sure you move in and out of a 3D atmosphere and the levels are 3D enough, but the gameplay is pure two-dimensional. You can only ever move left and right and that's certainly okay with me. You get enough alternative routes, secret sections and variety to make the game more than a graphical showcase. It's not a 3D platformer, but more of a platform game with 3D graphics.

While the gameplay isn't exactly the most challenging I've ever come across, it's paced pretty well. Therefore, it's unlikely you'll get too far on you first few games and you WILL want to play through getting as many of the coins as possible – as the bonus rounds are pretty good and certainly not just there for filling. Completing most of the early levels shouldn't pose too much of a challenge (there's a password at the end of each one) and you'll keep playing just to try to get over 95% of the coins to get onto the excellent pinball bonus game.

The only major criticism about *Pandemonium* is that the enemies tend to have a habit of just appearing in front of you and then, before you know it, your life's gone. It's irritating, but hell, I can live with it. As a platform game it scores very highly... there's plenty of varied levels, extra bits and bonus challenges to uncover. It will appeal to platform fans mainly but there's been little of any quality in that genre so far.

Dean Mortlock

Wizards, dragons and computer games

***Pandemonium* has a choice of two characters and, although each has their own move, there's very little difference between the two – apart from the obvious biological ones... if they were real, which of course they aren't.**

Fargus

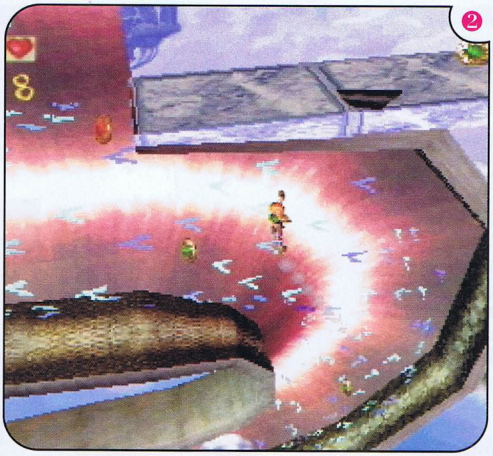
An inbred fool with a talking stick-puppet called Sid, Fargus always dreamed of a change of career and wished for the chance to become a wizard. Getting the spells book was, he hoped, the answer to all his prayers... how little the foolish man with a stick knows.

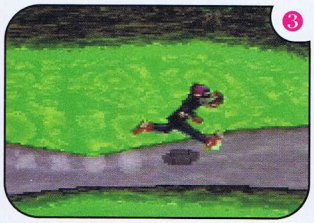
Fargus' move is a tumble that ploughs through enemies in your way. The move can be controlled by pressing left and right, but (to be honest) we prefer Nikki's superior jump move. Sorry.

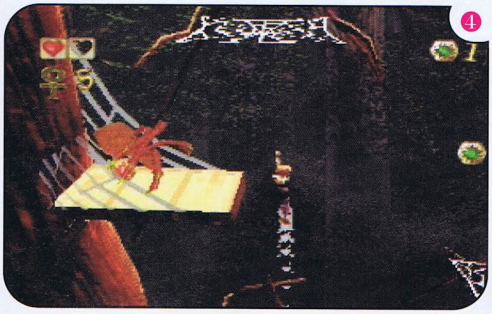
Nikki

The youngest member of the Flying Fleugel Family (no, honestly), Nikki also dreamed of a life away from the doldrums of everyday circus life. Her only friends were Brenda the Alligator and Fritz the World's Smallest Cow! And she's a made-up character.

Far more useful than Fargus' move is Nikki's double jump. When she's at the top of her normal jump, press the jump button again to add those vital extra feet for collecting extra coins and avoiding fatal things.







❶ You can slide down this for bleedin' hours. ❷ The arrows point to the direction of the wind. ❸ He's got legs, I'll give him that. ❹ Nikki doing one of her 'super' jumps... ❺ ...and another. ❻ Here you're sliding through a tree, picking up the coins. ❼ Um, and here you're just running. ❽ Running again, this time away from a monster. ❾ The first boss in the game and a pretty simple one. Just lob the fireballs back at him. ❿ Here your plucky hero is resplendent in a lovely pink glow... fireballs, you know..

COMPARISON

SONIC 3D

▲ Hey, it's Sonic! In 3D!
▼ Although it's not the Sonic game we hoped for.

Sonic 3D and *Pandemonium* may look completely different, but they're both good examples of the old platform style of game on the Saturn. While *Sonic 3D* was a good enough game in itself, it was basically just a port across from the MD version and We'll all have to wait until November for the 'proper' 32-bit Sonic game.

SECOND OPINION

Bounce. Boing. Jump. Ping. Wheee! Kaboingy! Zing! Kablooie! Bounce! Bounce! Splat. Bou... *splat*? *Splat*? *SPLAT*? Ah, well. Try again. Bounce. SPROING! Woohoo! Yippie! Waaaaaaaa! Splat.

Last life. This time. Yep, I'll get it this time. Bounce. Boing. Wahooo! Yippie! Ping! Boing! Bounce! Wheeee! Splat. Sod it. Tap, tap, tap-tap tap, tap-tap. Cheat code. Heh, heh-heh, heh-heh, cool. Boing! Boing! Yippie! Boing! Boing! Boing. Boing. Boing. Boing. I *hate* platform games.

James Price

VERDICT

Graphics

9 Wonderfully designed backgrounds and excellent character animation.

Sound

8 A surprisingly good soundtrack and it even ties in with the style of the game.

Group play

3 Ah, *Pandemonium* is one for those long lonely nights on yer tod, I'm afraid to say.

Lifespan

8 There's plenty of different levels and bonuses to keep the interest levels up for a few weeks

A tradition platform affair, but with some of the nicest graphical and gameplay touches we've yet seen in a Saturn game of this type.

88

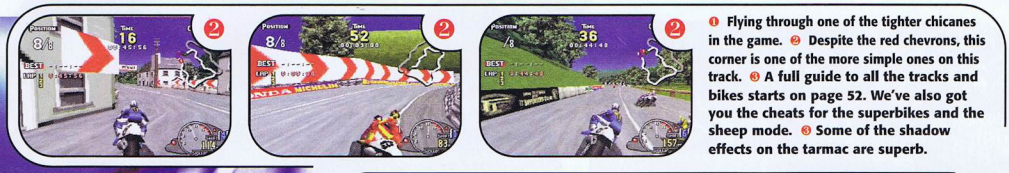
Manx TT

Can us Brits really chuck out a passable conversion of the AM3 classic?

Bigger, better, more

Just coming first in one of the tracks should take you a bit of time, but coming first in all four of them is close to a nightmare (the one where you're kissing your Mum in your pajamas with everyone you knew at school watching you and laughing. Probably), but that's exactly what you have to do to get your slippery hands on the three extra Superbikes. They all vary greatly in technique and ability and the corniest way to probably put it is to say that hey, there's almost certainly something here for everybody. But that would certainly be crap.

Players	One-Two	**Tracks**	Four
Difficulty	Medium	**Release Date**	Out now
Top 100 Position	11	**Sega**	☎ (0181) 995 3399



❶ Flying through one of the tighter chicanes in the game. ❷ Despite the red chevrons, this corner is one of the more simple ones on this track. ❸ A full guide to all the tracks and bikes starts on page 52. We've also got you the cheats for the superbikes and the sheep mode. ❹ Some of the shadow effects on the tarmac are superb.

The initial feeling of *Manx TT* on the Saturn could be a justifiable amount of fear. I mean, how often is it that a development team with the reputation and quality of AM3 let out one of their babies to be converted by a relatively new bunch of English programmers. Eh? Some mistake? Dodgy conversion? AM3 finally bored of playing it? Not true... none of it. In fact, I'd be surprised if AM3 could've managed a better job of it if they tried.

Good start then, and the good news rolls on. Although there's the obvious omission of a hulking great bike as the controller, you should get along fine with just the standard pad – and if you're lucky enough to own an analogue pad, then the experience is even better. Every minor lean and twist of the rider is lovingly translated from the pad to the game and the thrill of weaving through a tight chicane perfectly at 140 mph is superb.

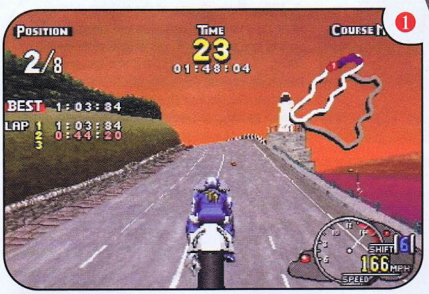
Okay, let's slow things down a little... we've discovered that, although the conversion wasn't done in-house, it's a fine one and it plays better with an analogue pad, but what are these darned races all about? The Manx TT race is held every May on the mysterious Isle of Man and is widely reckoned as being one of the best motorbike road races in the world. Although there's more than a few casualties every year (including the odd fatality), the punters and riders come back for more as it's apparently an exhilarating experience flying through dusty country lanes and by-ways at speeds in excess of 150 mph... perfect for a computer game, then.

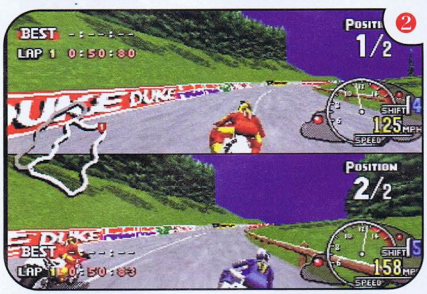
"Every minor lean and twist of the rider in *Manx TT* is lovingly translated from the analogue pad to the game."

The original arcade game had a pretty paltry selection of just two tracks and, despite them stuffing an extra one onto the Saturn version of *Sega Rally*, there appears to be no more actual new tracks in the game. I say actual new tracks because they have included two mutated dopplegangers of the original ones that are

Extra extra... read all about it!

God would only know why you'd possibly want to play the Arcade mode with the extended amounts of options on the others, but it's there anyway. The Saturn mode, though, is much finer. Here you can practice any of the four courses, choose Challenge or (if you've completed the Challenge mode) the Superbike one. After choosing your particular route, you then get the stretched selection of eight bikes (and yes, they do all ride differently, cheers) and then, finally, you're into the game.





❶ Purple sea? It explains the Isle of Man mentality. ❷ The very fine split-screen mode in all its glory. ❸ Fly like the wind, my feathered friends.

mirrored and reversed and, although you could just about get away with calling them new tracks, you recognise all the relevant corners and the minor changes of a different coloured sky and a bizarre purple sea didn't convince me of their uniqueness.

Being as this is an AM3 game, the extra Saturn-related options are very similar to *Sega Rally*. You get your Time Attack mode (complete with ghost mode, that can now allow you to race against either the best time overall or the last lap you raced), a pretty competent split-screen two-player option, oodles of records and statistics to wow your slow monkey-fingered friends and the choice of the original Arcade mode or the new Saturn one.

In the Arcade mode you simply play either of the original tracks with just the one motorbike – with basic average statistics in top speed, acceleration and handling. Choose the Saturn mode, though, and a whole fresh new basket of scampi awaits you. You can then practice any of the four tracks (the two original, plus the extra mirrored ones), enter the Challenge mode (where you race the four courses in order and attempt to win them all to gain access to the three extra Superbikes), the Superbike mode itself (where you get to race them) and the chance to choose from eight very different bikes.

To say I was nervous about this conversion would be true enough, and I was certainly sceptical as to the reasoning behind letting another team do the conversion. But, after playing the game inside out, I can honestly say that I believe that this is the finest conversion of *Manx TT* onto the Saturn possible. The bike is easy to control, the challenge of completing the four courses is just enough to keep you playing and the smooth 25 frames-per-second update (coupled with the speed and quality of the graphics) mean that Sega have managed to create another excellent Saturn racing game, second only to the mighty *Sega Rally*... and it came remarkably close.

Dean Mortlock

Take control

Controller

Not pad with the standard controller, but the game was obviously designed for use with an analogue pad... especially with the movement of the bike. *3/5*

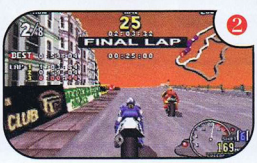
Analogue

Perfect. Excellent for slanting the bike slightly and powering it through the chicanes. Having accelerate and brake on the trigger buttons works like a dream, too. *5/5*

Steering Wheel

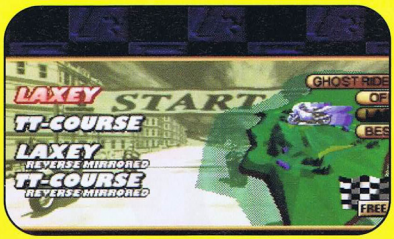
Pretty good, actually. Fairly responsive and definitely a better controller for banking around the corners. Not sure about slight turns around the chicanes, though. *4/5*

❶ Let off the speed going into this tight corner. ❷ A shot from the one of the mirrored courses... included the bizarrely-coloured sunset. ❸ Another day, another corner. This one, though, is pretty simple... as you can see.



Spirit in the machine

As you'd expect, *Manx TT* comes complete with a resplendent 'ghost mode', and thankfully there's a change or two from the one present in *Sega Rally*. Now you can choose between the best lap in the Saturn's memory or simply race against your previous lap. The obvious advantage with this is you can easily check out any frightening errors you made in the last zip round the track. Lovely.

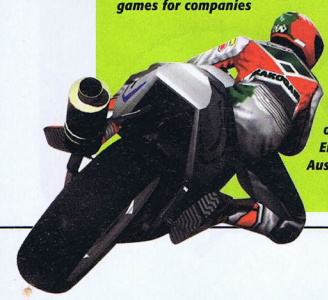


PERFECT ENTERTAINMENT

We always like to give you as much information about the developers of a game as possible and, seeing as *Manx TT* is one of the biggest games released over the last few months, who better to ask for more information on the conversion than the developers themselves, Perfect Entertainment.

Tell us a bit about Perfect Entertainment

Perfect Entertainment rose to prominence for their* Discworld *game (when the company was called Teeny Weeny Games), but they'd been writing and converting games for companies such as Acclaim, Virgin, Sony and Ocean for many years before that. Based mainly in London, Perfect also owns Tantalus Entertainment in Australia (who coded* Wipeout *on the Saturn and worked partly on* Manx TT*). After major hits on all formats, Perfect are now the UK's largest independent software developer.



What products have you done on the Saturn so far?

Obviously* Manx TT*, but we've also done* Krazy Ivan, Discworld, Destruction Derby, 3D Lemmings, Wipeout *for Psygnosis,* Area 51 *for GT Interactive and* FIFA '97 *for Electronic Arts.

How intimidating was it to do a conversion from a company such as AM3?

Not intimidating at all, really. We'd had coin-op experience already with doing* Area 51 *and* Primal Rage *so we were really looking forward to the challenge. It was certainly a large project, but the quality of both the arcade original and how pleased Sega of Japan were with our conversion made it all worthwhile.

How much input did AM3 have in the conversion?

Very little. The help they provided was mainly constructive help than actual programming help... although they did supply us with a couple of helpful routines.

How long did the development of *Manx TT* take?

Basically, the development of* Manx *took around eight months. We also spent a month before that in planning.

Is the *Manx TT* engine based on a previous one or was it developed from scratch?

Manx TT ***uses the third version of the engine Perfect originally used in its development of* Wipeout*. Wipeout was V1, so substantial revisions led to what you get with* Manx*. Sega also gave us ideas on how to speed it up and make things look better. We think we've got it as good as it could possibly be.***

Why was the development done out of house when usually all of Sega's AM titles are developed in-house?

Sega saw* Destruction Derby *and* Wipeout *and realised our ability to convert titles. Although not being that close to Sega directly, we're not entirely sure of the actual reasons for the game being developed out of house.

What Saturn products are you working on for the future?

***Loads.* Manx TT *and* FIFA '97 *are the two big ones that have taken up a lot of our time, but you can expect conversions from us of* Wipeout 2097, Assault Rigs, Destruction Derby 2, ADIDAS Power Soccer *and some original titles... the 3D tank game (provisionally titled* Tank Corpse*),* Discworld 2: Missing Presumed?, Moto X *for GT Interactive and a racing game called* Maximum Force.

With excellent conversions like *Wipeout 2097* and *Destruction Derby 2* hopefully coming very soon and plenty of other excellent titles in development, it would truly seem that Perfect are the leading independent developers in the UK. Luckily for you, then, that you'll be able to read a lot more about them and see a lot more of their work when we bring you an exclusive look behind their substantial doors in the second issue of *Saturn Power*, on sale May 28.

COMPARISON

GP Hang-On '95

▲ **Lots of tracks and extras...**
▼ **...although the game's a bit lacking.**

Nobody expected great things from *GP Hang-On* and, to give it credit, it wasn't quite as bad as it could have been. The graphics are pretty horrible and the gameplay isn't as realistic as we'd have liked it to be, but there was a lot of thought put into the amount of tracks and extras available.

SECOND OPINION

The *Manx TT* arcade machine is stylish, but I've never regarded it as anything other than a Sega showcase; more of a statement than a compelling coin-swallower. Much the same could be said about Perfect's undeniably excellent conversion. Aesthetically excellent, packed with detail, it's a crowd puller *par excellence*. Sadly, beneath its attractive lustre lies the sub-*Rally* racer that makes its arcade counterpart a novelty and little else. Save your cash for *Touring Car*.

James Price

VERDICT

Graphics — **8** — **Detailed tracks and a fair interpretation of the arcade biking original.**

Sound — **6** — **Nothing special in either the effects or music... although the engine noises are impressive.**

Group play — **8** — **A fine split-screen two-player mode and all those lovely times and ghost modes to beat.**

Lifespan — **8** — **There's the usual amount of normal and not so normal hidden extras tucked away.**

What could have been a cobbled-together hash of a game has turned out to be an extremely competent and fun conversion. Top marks.

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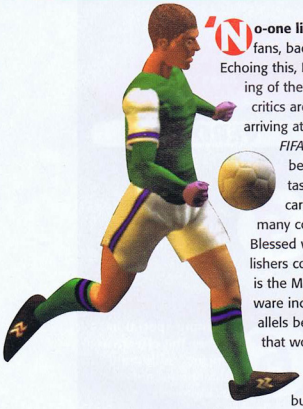
A full track guide, advice on all the bikes and a bumper crop of all the cheats in the game appears in our four-page tips feature starting on page 52.

Life's constants – that is, things assured to happen – include birth, death and a different version of *FIFA* every year...

FIFA '97



'**No-one likes us, we don't care**,' chant the fans, backsides hovering above £20 seats. Echoing this, EA Sports release the latest milking of their high-profile cash cow. Game critics are of the opinion – or rapidly arriving at the conclusion – that *FIFA*'s brand of cream is becoming sour to the taste. But what do EA care, having sold as many copies as they have? Blessed with a title other publishers could only dream of, *FIFA* is the Manchester Utd of the software industry. You could draw clever parallels between club and game but, hell, that would be both boring and besides the point. EA have trembling mitts grasping the coffer-bulging rights to World Cup '98.

"Oversights make playing EA's premium-rate kickabout an, at best, imprecise art. At worst, they make it almost unplayable for purists"

While this certainly won't signal the end of the *FIFA* series, it could indicate at very least a change in direction and coding. It needs it... but that's not to say that you shouldn't at least consider casting an eye over Perfect's conversion of *FIFA '97*.

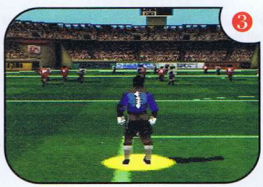
EA Sports can talk about their advanced motion capture techniques and refinements until they're blue in the face, but nothing can disguise the fact that *FIFA '97* – like its predecessors – has inherent design flaws. Astonishingly, a selection of these are the very same problems that players noticed in its debut incarnation, way back in the days when Mega Drive ownership was almost *de regueur*. It's almost universally accepted that, in soccer games, pressing a direction and a pass button should, logically, result in a ball being played in that general direction. *FIFA* games pay homage to this kind of common sense... but then, sometimes, they don't. *Sometimes*, and I emphasise the word as if spoken through gritted teeth, *FIFA* decides you'd like a nice backheel instead...

❶ Asprilla poised to make a rubber-legged run. Honestly. ❷ Players take time to run onto the pitch. Hmmm. ❸ A corner. If only it were easier to head the ball... ❹ Looks like Asprilla scored, then.

Pinball Football

***FIFA '97* can also be played as an indoor five-a-side game. Unfortunately, its programmers neglected to alter player and ball physics accordingly. The result? A frantic kickaround with a ball ricocheting off walls, terrible 'keepers and astronomical scorelines. Most real-life indoor soccer leagues have a 'head height' ruling that prevents players from hoofing fur-clad leather (or plastic) at the roof, thus increasing the skill content of matches. *FIFA*'s indoor option suffers without it, making it one to play a few times... but no more than that.**

Players	Up to four	**Play options**	Loads
Difficulty	User definable	**Release Date**	Out now
Top 100 Position	93	**EA**	☎ (01753) 549442



y'know, right on the edge of your area with seconds to go. It's this kind of oversight that makes playing EA's premium-rate kickabout an, at best, imprecise art. At worst, it makes it almost unplayable for the purists among us. I as a player find it hard enough to accept my own mistakes, without an ill-considered design element offering its own brand of irritation.

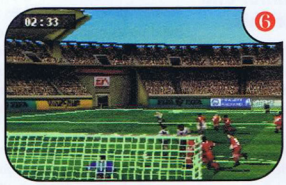
FIFA '97 has numerous other ailments, each providing complications at the out-patients that is this very review. Pauses during throw-ins, substitutions and corner kicks infuriate, an ill-devised tackling system alienates. For all its good, *FIFA '97* has near equal amounts of bad. Another problem is that EA seem hell-bent on forcing their Virtual Stadium™ scoreboard upon FMV-weary football fans. Why would we want repetition of arduous – and, for that matter, irrelevant – footage of old Premiership matches at half and full time? You can turn off the presentation programmer's aprés goal indulgences, but the point is… well, what is the point? While I'm in full swing with the criticism, what is it with EA's much-vaunted usage of John Motson, Des Lynham and Andy Gray? While the addition of an anchorman is novel – unique, even – why do Gray and Motson gibber Premiership-style 'these teams met last week' when it's a World Cup final? Or, sorry, the 'Tournament' final…

At the end of the footballing cliché, *FIFA '97* isn't a terrible game or, for that matter, a particularly bad one. It plays some good football – a few of its console-controlled sides are almost *intelligent* – but, so incompetent is it at times (for the want of a better word) you'll need the patience of a saint to endure its 'peculiarities'.

I'd tell you about how you can't redefine your joypad configuration to avoid the awful key mapping by Perfect – sorry guys, it really does suck – but, alas, I've not the space or the time. *FIFA '97* is recommended to football fans – but prepare to be annoyed…

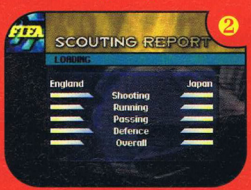
● ***James Price***

❶ The start of an epic match? Sadly, no. The *SP* team had just discovered the 'hoof the ball down the field' button. Football was *not* the winner. ❷ A cross into the box. With only one man poised to strike, the defending team have the advantage. ❸ A view change makes for better goal kicks. ❹ Match stats. Essential for some, considered decidedly 'anal' by others. ❺ It's a goal! The bulging of the onion bag, the roar of the fans. Bliss. ❻ Again…



Stats the way we like it

No modern football game would be complete without endless lists of players, facts and figures – *FIFA '97* does nothing to break its genre's blueprints in this respect. Players can also transfer, say, Shearer to Manchester Utd if they so wish… and also to Newcastle. Out-of-date research or, perchance, licencing restrictions has him languishing in a Blackburn strip. *FIFA '97? FIFA '96*, more like.



❶ A Brazilian 'keeper for Arsenal? A straight swop for Vince Bartram would see the Arse quids in, we feel. ❷ Pre-game stats flatter Japan's international footballing ability. ❸ Formation changes do, when executed properly, affect the balance of play.

COMPARISON

Worldwide Soccer

▲ **The best Saturn football game**
▼ **Awful goalkeepers**

Worldwide Soccer is, without doubt, the best soccer game for the Saturn. It scores over *FIFA '97* in a number of ways, but suffers from a series of flaws. Its 'keepers are awful, its passing moves basic and it sounds dreadful, too. It is, in short, a victim of its own excellence. You admire at the animation, the options, the moves… then shout long and hard at its inadequacies.

SECOND OPINION

I fully agree that somehow *FIFA '97* manages to be quite playable – although it contains some criminal flaws in its gameplay. The motion-capturing claims to be unique and intelligent, but there still seems to be some revoltingly slow reactions when you execute one of the thankfully numerous moves.

The graphics are up to scratch with *Worldwide Soccer*, but the simple fact that we're still playing Sega's effort now, while *FIFA*'s been dumped is testimony enough to its quality.

Dean Mortlock

VERDICT

Graphics — **7** — It's not the prettiest of football games, despite EA's claims to the contrary…

Sound — **7** — Loads of squealing guitar tunes and, of course, commentary. Could be rather better.

Group play — **8** — This is where football games excel – *FIFA '97* is no exception, improving to extremes with two.

Lifespan — **6** — Flaws, flaws, flaws… but *FIFA '98* and EA's World Cup games also lower this score.

Almost perversely entertaining for a game as flawed as it is. A good buy if you'll be playing with friends… but if not, be sure to rent it first.

74

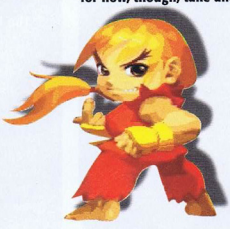
Those either sick and tired of the *FIFA* series or particularly fond of football can read all about *Actua Soccer Club*, Gremlin's Premier League sim, on page 32.

Fight for your right

If you've played a few of the Capcom beat-'em-ups in your time, then these faces will be no strangers to your eyes. Just for now, though, take another gander at the players lined up for a bit of a ruck.

Ryu

The original (and still one of the most popular and best) *Street Fighter* characters. Appeared in everything from *Street Fighter 2* to the latest SF games – including the recently released 3D version, *EX*.



Ken

Another classic *Street Fighter* character. Ken trained with Ryu in the 'old days' when they were all friends and you could travel into town, buy a top fish supper and still have change for a quick dose of the clap.

Chun Li

...or 'Chunners' to those who know her 'better'. A *Street Fighter* veteran and subject of childish giggles as computer journalists everywhere try as they might to grab a screenshot of her showing her knickers...

Akuma

Like *Street Fighter Alpha 1* and 2, Akuma appears when all the rest of the cast have been defeated. In *Street Fighter* he has many of the moves of Ryu and Ken, but he's a little bit tougher. And moodier.

Donovan

The first of the characters from *Night Warriors* and a very striking character. Appears in *Street Puzzle Fighter 2 Turbo* guarding a young child, but the reasoning behind that is never really elaborated upon.

Super Puzzle Fighter 2 Turbo

Take Capcom, *Street Fighter*, a smattering of *Baku Baku Animal* and the pleasing pie tastes like this...

The horse, although bereft of life for many moons now, is loosing its remaining shreds of dignity as Capcom come along, resplendent in shiny toe-capped boots and kick the dying crap out of it before it gets karted off to the glue factory. Flogging a dead horse? Get it? Capcom obviously do, and to keep us amused (and them rich) while we wait for *X-Men Vs Street Fighter*, *Cyberbots*, *Street Fighter 3* and *Resident Evil*, they've milked the last amount of milk from the dry udder of the *Street Fighter 2* licence.

Despite the pessimistic start, the game itself is pretty good. We've always been firm favourites of these type of puzzle game (*Mean Bean Machine*, *Bust a Move 2*) and, despite a couple of original features, this is basically another game along these lines.

Rather than build up rows or groups or four or more similarly-coloured squares, though, *Super Puzzle Fighter 2 Turbo* gives you the opportunity to build up as many groups and trains of the four different coloured blocks as possible then, and hopefully when you've got a fair few in line, you wait for a similarly-coloured flashing gem to appear and that destroys all the blocks of the same colour as it that are linked.

> **"While this game style is much more popular in Japan, you can understand the attraction – even for a cynical bunch of old bores like us Brits..."**

Various other factors come into play, then. You occasionally find yourself in control of a 'super' gem that'll destroy all the same colour as the one that it lands on, regardless of whether they link or not and the obvious disgusting drop of your opponents blocks when they manage to pull off a particularly impressive link.

If you can remember back to, say, *Mean Bean Machine*, grey blocks were deposited onto your beans to be exploded later in the game... in *SPF2T*, though, you get as many numbered blocks thrown onto your opponent's pile as you manage to destroy on yours. These blocks start at five then decrease with every new pair of blocks you manage to get onto your pile. When (and only when) the number goes down to zero do the numbered affairs change into proper blocks.

While this style of game is much more popular in Japan, you can see the attraction – even for a cynical bunch of old bores like us Brits. Without the *Street Fighter* tie-in, the game would still stand up quite steadily on its own; so you may well ask why do it? Simple, Capcom can make more money from the game and we all recognise the various characters.

A plus point with *Super Puzzle Fighter 2 Turbo*, though, is its price – £29.99. Given this mid-price cost, the strength of the characters and the slight (but worthy) tilt in the gameplay over previous games of this type means that *SPF2T* is certainly worth a longer stare than some current releases I could mention.

● ***Dean Mortlock***

❶ Right at the beginning, and it helps to get a good start. ❷ I've made a large(ish) gem and just off-loaded a load of gems. ❸ At the end of each game, you get the standard *Street Fighter* victory taunt.

Players	One/Two	**Characters**	8
Difficulty	Medium	**Release Date**	Out now
Top 100 Position	19	**Virgin**	☎ (0181) 368 2255

Felicia

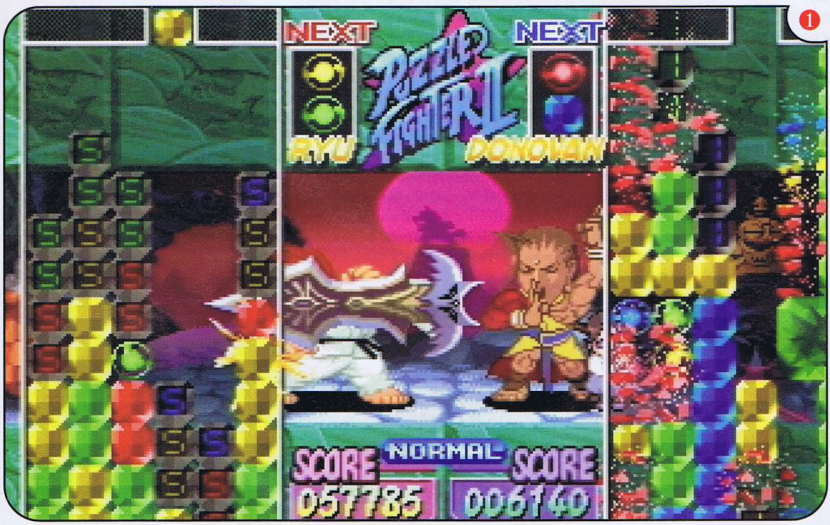
Jumps from *Night Warriors* as a strange girl/cat combination. As all the characters in *Night Warriors* are based on monsters, we can only presume that she's supposed to be some sort of hellishly evil cat creature monster... possibly.

Morrigan

We all sighed in strange delight at Morrigan in *Night Warriors* as she was supposed to be a female vampire pressed into the most ridiculously small monster costume possible. Hoorah for gratuitous monster exploitation!

Hsien-Ko

Before her name change, Hsien-Ko showed up in *Night Warriors* as Lei Lei and (sadly) has hands like shovels. Despite the obvious disadvantage of her Do-It-All-supplied digits, she scared us all with her white complexion and strange movement.



❶

And now... a brief intermission

One nice touch is *Puzzle Fighter*'s 'polished with a buff until it shines' inclusion of an intermission. Before you get too excited at the prospect of ten minutes of FMV between the levels, these are only short animated sequences. And, being Japanese, it obviously makes no sense to anybody whatsoever – apart from the Japanese, of course. These intermissions appear halfway through the long slog that is the arcade mode and, when you complete the game, you get treated to a few more.

❷

❸

❶ Do a good attack and the characters in the middle of the screen will go through a suitable animation. ❷ I think I've won. ❸ 'Ave some of that!

COMPARISON

Baku Baku Animal

▲ Straight from the AM2 stable
▼ The style isn't for everyone

In a surprising twist from the norm, AM2 came out with one of the better types of puzzle game around, *Baku Baku Animal*. As opposed to blocks, players match animals with the types of food they eat. The more food links, the more the animal eats. Excellent when played with two and, like *SPF2T*, *Baku Baku Animal* comes in at a pretty cheap price.

SECOND OPINION

After watching a few of *Puzzle Fighter*'s cut sequences, I've come to the conclusion that its designers probably wander around their office, wearing nothing but huge yellow pants as they search for badgers... or something. Weird eastern humour and dribble-soaked Sega development kits aside, *SPF2T* is the Ferrari of puzzle games, without the hassle of people smashing your windows and nicking your stereo. Enjoyable with one, incredibly addictive with two, it's a title that refines the basic block manipulation format to great effect.

James Price

VERDICT

Graphics — 8

Cartoony, indicative of what you'd expect from a Capcom game aimed at a younger audience.

Sound — 6

More musak than music, containing more than enough jingly anthems to set your teeth on edge.

Group play — 9

These games always work better in two-player mode and this is no exception.

Lifespan — 7

Loads of one and two-player options, but the gameplay quickly gets surprisingly repetitive.

Puzzles and fighting haven't been mixed so effectively since Robbie Grant from 4B tried to steal my Rubik's Cube. The best of its type.

81

Those with money to burn and an obsession with puzzle games can read about Japanese import *Ijidkijidk Sun* in Sega World, starting page 78.

Players	One/Two	Levels	Loads
Difficulty	Medium	Release Date	May
Top 100 Position	54	GT	☎ 0171 258 3791

❶ A shot taken from the very beginning of the first level. ❷ You get one of these bizarre screens at the end of each of the stages. ❸ You can top up your ammunition in one of these bunkers.

Return Fire

There's no such thing as *friendly fire*, and here you'll find the proof of that.

"Where *Mass Destruction* thrives on its clever graphical effects and missions, *Return Fire* (the original and best) offers a simple attraction... it's just better."

If your eyes lean to the right, then you might have picked up on the fact that we've been lucky enough to get both *Return Fire* AND *Mass Destruction* in the same issue and, in the course of things being balanced, we thought we'd put them both on the same spread. Why? Because one is very much a clone of the other. Where *Mass Destruction* thrives on its clever graphical effects and variety of missions, *Return Fire* (the original and best) offers a more simple attraction... it's better.

The basic idea behind the game that was originally poked out onto the 3DO is to move around island-based levels in one of four vehicles (tank, jeep, helicopter or armoured patrol vehicle) and collect the enemy's flag (hidden in a hut) and return it to your base. It sounds very simple, but the clever bit is the two-player option. A split-screen affair, you both end up flying around the same piece of land desperately trying to locate anything that might contain a flag. If, and this is the best bit, you manage to find the flags at the same time, there's a back-stabbing, vein-pounding dash back to your base to get a jeep (the only vehicle that can carry the flag) to return to the coveted standard. Meanwhile, your opponent can take the flag, hide it somewhere else or just wait in the tank to blast you.

Return Fire's music is certainly one of its strongest points. Sampled directly from the huge EMI back catalogue, it's all classical and booms out in true military fashion along with the explosions. That, coupled with the brilliant two-player mode means that *Return Fire* is decent enough if you've got somebody to play it with but, like *Mass Destruction*, proves tiresome as a one-player game.

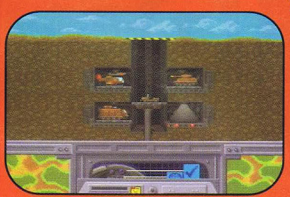
Dean Mortlock

Fly the flag

As I said, the main idea behind *Return Fire* is to steal the enemy flag before the opponent gets to yours – or to just get the flag in one-player mode. For your assistance, here's a breakdown of how it all works... in practice, like.

Starting off in anything apart from the jeep, you zip about blowing the Bejesus out of anything in your path until...

...you find the flag. It's hidden in one of the many huts on the levels and you'll be rewarded with a booming HALLELUJAH! when you find it.



You then return to your base, choose the jeep and return to collect the flag. Like thus.

Get back to your base and the level's over. Collect your prize and you're off to the next stage. Well done... no, really. I'm happy for you.

❹ The two-player version and, obviously, I'm well in the lead and about to smash James into the ground... HAH! ❺ So, while I run off with his flag back to my base, he's still nancying about with a helicopter and in all manner of trouble.

COMPARISON

Mass Destruction

▲ Some lovely effects
▼ Gets very repetitive very quickly

As both games are very similar, there's very little to tell them apart. The two things *Return Fire* has over *Mass Destruction* are that you have the excellent two-player mode and the music's incredible. *Mass Destruction* wins you over slightly with its clever use of the Saturn's graphical chip, but most of its levels appear very samey.

SECOND OPINION

Return Fire returns.. From 3DO, to PC, to PlayStation... and, finally, after every other format owner has traded, forgotten or burned it, look what arrives for review. It's not a great conversion, either. On the PSX *RF* was maligned for its simplistic visual approach but, at very least, it could boast smooth movement. Is there any reason why on the Saturn it should move like the stop-motion monsters from *One Hundred Years BC*? Not so much Ms Welch, more Lynne Perry; *Return Fire* is a poor port of an otherwise diverting title.

James Price

VERDICT

Graphics — 6
Converted pretty faithfully from the 3DO version... so they're a bit crap, then, won't they?

Sound — 10
Brilliant. Uses classical music in ways that we've certainly never seen before on the Saturn.

Group play — 9
Again, very good indeed. *Return Fire* really plays much better as a two-player game.

Lifespan — 8
There's enough one-player levels for a while, but you'll play forever with two of you.

Return Fire **is one of the more original two-player games and, although the one-player mode's just average, the extra options improve it considerably.**

84

Players	One	Stages	24
Difficulty	Easy/ Medium	Release Date	Out now
Top 100 Position	56	Sega	☎ (0181) 995 3399

Mass Destruction

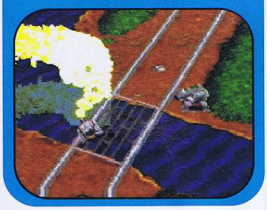
Sega's explosive *Mass Destruction* offers plenty of bang for your buck... but precious little depth.

❶ Huge explosions abound as a couple of oil tankers are targeted. ❷ Office buildings aren't exempt from the trauma of flamethrower death. Ah Hah Hah Hah Haaaaa!

Smoke on the water..

...fire in the sky. Oh, yes. *Mass Destruction* has a number of creditable visual tricks up its sleeve, but few impress as much as its flame-thrower. Fire it over water, though, and you find another gem MD's programmers have managed to slip in – an extremely impressive reflection effect.

All weapons cast their shadow over liquids, but you'll have to agree this flame extra is arguably the best graphical trick of any game reviewed this issue. Saturn developers take note: we want more of this.



Bang and, indeed, boom. It's perfectly understandable that Sega were keen to wrestle for publishing rights to this polished BMG project. Not only does it offer an impressive frame rate, it also boasts effects of a quality lacking from many Saturn releases.

Beneath its lavish exterior, *Mass Destruction* is a surprisingly simple shoot-'em-up. Each of its twenty-four levels have objectives to be met, invariably involving destruction of certain structures and this almost encourages a linear approach to each mission – start, check map, approach and destroy primary objective; this can be repeated for secondary targets. With most levels only having two groups of target buildings, this makes *Destruction*'s basic levels fairly short.

"With its short levels and lack of real strategy, 'Tanks, but no thanks' could be a rallying cry for those unimpressed with *MD*'s lack of depth"

'Tanks, but no thanks' could be a rallying cry for those unimpressed with *Mass Destruction*'s lack of depth beneath its noteworthy aesthetics. EA's *Soviet Strike* is a similar game in many ways but utilises plot progression and a smattering of simple strategy; approaching certain targets or areas without dying requires caution and forethought. Not so with *Mass Destruction*. Every level has opposing tanks and other such adversaries littered haphazardly. It's a rare occurrence to find yourself confronted by more than three or four opposition vehicles at any one time... so dying is often more a case of gradual damage than an AI ambush providing a messy ending.

So, with old-school gameplay offering little in the way of content, what makes *Mass Destruction* an acceptable purchase? In a word: overkill. Explosions abound in this release; while spraying fire 360 degrees in one of *Mass Destruction*'s urban areas, it's quite possible to lose yourself in a near full-screen explosion. From basic shells to heat-seeking missiles, each of the weapons can be used to great effect.

MD is, without doubt, a pinnacle of Saturn visual accomplishment but, without its aesthetics, Sega's tank game could see a certain 't' replaced with a 'w' earlier on in this sentence, if you catch my drift. With no multi-player mode, no real depth or plot but plenty of explosions, *Mass Destruction* is a metaphorical empty-headed peroxide blonde. The idea of score oriented shoot-'em-ups is one that appeals to many, but not even the most incredible of effects can disguise limited game design.

James Price

❶ A building 'gets some.' ❷ Three tanks to choose from. There's not that much difference between them... ❸ Yet another explosion. Kablooie!

COMPARISON

Return Fire

▲ **Bits of strategy & two-player mode**

▼ **Looks a bit dodgy**

Return Fire is very similar to *Mass Destruction* but trades explosions and visual appeal for a smattering of strategy, different vehicles and an all-important two-player option. *RF* perhaps has an edge because it happens to be far less of a solitary activity. It also has a fair few extra missions – sure to boost long-term appeal.

SECOND OPINION

There's no denying the sheer pleasure of driving around at top speed in a tank and blowing the hell out of everything I see, but the problem is that I'm not sure about the longevity of *Mass Destruction*.

Most of the levels in the game are basically the same and the criminal lack of a two-player option just makes me think that I'll look to *Return Fire* for my exploding, killing, bombing and mutilating tank antics (whenever I feel the need for them), thank you very much.

Dean Mortlock

VERDICT

Graphics — 9
Impressive effects married to already sharp textured scenery. Highly attractive indeed.

Sound — 6
A fair soundtrack and effects. At least Sega's musicians didn't give it a military theme.

Group play — 2
No two-player mode. There's little fun to be had watching over a shoulder here.

Lifespan — 6
No real depth so, once you've ploughed through its 24 levels, it's ripe for trade in.

***Mass Destruction* has flair, but lacks characteristics perhaps expected from current releases. Expect little and you'll get a attractive (if short-lived) blaster.**

71

If you like the basic concept behind *Mass Destruction* but yearn for two-player action, check our *Return Fire* review. It's to your left...

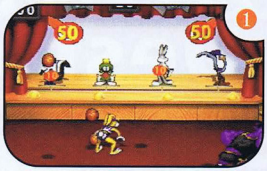
Players	Up to six	**Rabbits**	Two
Difficulty	Easy	**Release Date**	Out now
Top 100 Position	Ha ha ha!	**Acclaim**	☎ (0181) 344 5000

Space Jam

In *Space Jam*, no-one can hear you *yawn*...

If there's a phrase assured to strike dread into the heart of a reviewer, it's the catch-all cop-out 'It's aimed at a younger audience.' Enter *Space Jam*, stage left. Based on the film of the same name, *Jam* follows the its closely in the sense that, yes, it's based on basketball. But this is basketball with multiple L-plates; its four-button control method allowing steals, shots, largely redundant passing and speed boosts. Even the most inept of gamers can reach the end defended by dastardly aliens and score an elaborate few points courtesy of a simple 'C' button press. However, *Space Jam* isn't merely a sports game stripped to its metaphorical underwear; there are bonus games to play. These include a *Micro Machines*-style race, a locker-room collect-'em-up and target practice. Complete these and power-ups are awarded to help you in the following play periods.

Like, great. *Space Jam*'s slam-dunk is its frankly superb renditions of the Warner 'toons, providing an acceptable facade to Acclaim's dreadful game design. Bugs Bunny and friends are cool and funny (albeit for a while) but they're woefully out of place in such a shallow, unengaging licenced cash-in.



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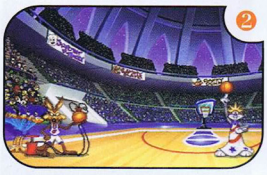
Kids may have simple tastes, but they're not stupid. A game is poor no matter the endorsement and, once the appeal of Mr Bunny ét al has waned (and there aren't that many animated sequences) *Jam* has nothing to offer, despite its six-player option. A poor game is ever so, no matter how many people you crowd around a Saturn; similarly, a near five minutes wait for credits to finish after one game is unacceptable.

Who do Acclaim think they're kidding? We should be told...

James Price


2

3

1 A sub level. Hit the targets, stifle a yawn. 2 Bugs and friends perform tricks while you select your team. 3 The 'action', so to speak. Turgid at best – and that's all, folks.

VERDICT

Graphics — 7
Nice cartoon visuals, a number of smile-inducing animations. *Jam*'s best feature.

Sound — 4
Somewhat disappointing, possibly crap. Dreadfully annoying commentary.

Group play — 4
You can have up to six players at once, but one wonders: why the hell bother?

Lifespan — 2
After the animations have been seen, what else does *Space Jam* offer? Hmm?

***Space Jam* should have been the toast topping of the town. Sadly, it's not. Avoid.**

46

NBA Live '97

Players	1-8	**Teams**	29
Difficulty	Varies	**Release Date**	Out now
Top 100 Position	Not ranked	**EA**	☎ (01753) 549442

1

2

3

Once again we hear the *dainty squeak* of sneaker on wood... but does anyone in the UK actually *care* very much?

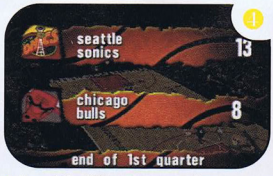
You can either take one of two routes with a sports game. You can opt for the simplistic arcade gameplay and clumping great cartoony graphics to match (*NBA Jam*) or you can bloat the CD full of statistics moves, plays, options and rosters until you get so confused you can't tell your Reeboks from your Nikes (*NBA Live*).

Every year Electronic Arts give us this and every year they tell us, while looking a bit sheepish and embarrassed that the game's really meant for an American audience. They're big fans of the game and they appreciate an updated version with all new statistics, new camera angles, new music, new moves and a chirpy commentator. So, in the name of God's teeth, why release it over here? Why not allow the few people who do care about basketball to buy it on American import?

NBA Live plays fairly well... in a 'well it's basketball and you've certainly seen it all before' kind of way. Its presentation is as polished as any of the EA Sports titles, but the graphics are plop and there's some difficulty at times with following who exactly has the ball.

Releasing games like this only does the Saturn harm in the long run. People won't buy it and developers will stop developing the titles. If you want the sales, release the quality. Simple, isn't it?

Dean Mortlock



4

1 I *think* you've just scored a point. Please don't quote me on it, though. 2 One of the different camera views. 3 Six men, and not a ball between them, 4 That'll be Seattle in the lead, then?

VERDICT

Graphics — 5
A good intro, but the in-game graphics are very drab and, at times, incomprehensible.

Sound — 6
Good music and speech, but nothing out of the ordinary. More uninspiring than anything else.

Group play — 9
Very good. One to eight player means that, if you have a multi-tap, the game could improve.

Lifespan — 6
There's plenty of options, leagues and the like... if you think you can be bothered.

You do wonder why Electronic Arts bother releasing this update over here, don't you?

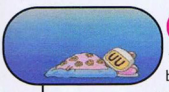
60

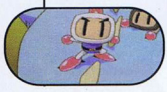
Players	1-10	Levels	Varies on mode played
Difficulty	Easy	Release Date	May
Top 100 Position	17	Sega	☎ (0181) 995 3399

❶ A minor explosion in the one-player mode. ❷ Choose your characters wisely, young Jedi... the fate of the Rebels rests on your boney shoulders. ❸ There's six different arenas to choose from, and they all have different characteristics unique to them. ❹ A game in progress on one of the basic *Bomberman* levels.

Bomberman SS

Hold your hands towards the Heavens and praise the Sweet Lord, *Bomberman* finally makes it to the Saturn in Europe.





If you have in your prized collection issue number 84 of *Sega Power*, then you may be wondering why we'd bother to review a game again. This is a good point and the reasons behind it are more than worthy. Y'see the thing is, we just couldn't wait to review the game when it came out in Japan and, with the European launch imminent (through Sega), we found out there's more to it than meets the eye.

The original review picked up on the fact that *Bomberman SS* (like all the previous Bomberman games before it) isn't the best thing in one-player mode, but shines like a crazy diamond when you get your mates involved. The Saturn version stomps all over previous attempts by allowing you to play a TEN (yes people, that's TEN) person game... all at the same time. By clever programming and using a hi-res mode, Hudsonsoft have compressed the screen enough to comfortably squeeze in a full ten Bomber-people at once. You will, of course, need to own 10 joypads and a couple of those multi-tap adaptors, but the finished result is more than worth the outlay.

❹

❹

To add impact to the gameplay, Hudsonsoft have drowned us in options, playing modes, leagues and options, the likes of which I've seldom seen before. You can play in either a standard one or two player game through the levels, a battle mode (1-10 players) or a master one, where you play through solitary and finish your game with a league ranking and comment (like *Virtua Fighter 2*).

The joy of *Bomberman* has always been its multi-player playability and (thankfully) that's stronger than ever. The amount of collectables is enormous and with new league modes and recorded statistics, it is arguable as to whether or not there is a better multi-player game on the market.

Dean Mortlock

Bombing for fun and profit

There are basically three simple ways to play *Bomberman* and, as I mentioned, Hudsonsoft (the game's developers) have tried to cater more for the single player than previous attempts.

Normal Game

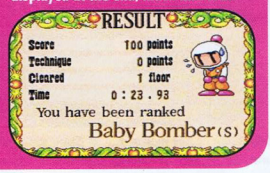
The normal game is a one or two player standard battle through the levels. Sadly, though, it's not the most enjoyable game in the world – lacking any real competitive edge – but that's always been the case with *Bomberman*.

Battle Game

The far more enjoyable Battle game. Here you can choose one to ten players, a league option or fiddle with all of *Bomberman*'s game dynamics to your heart's content. Classic power-ups are present, with a few new goodies, too.

Master Game

The best one-player experience in the game. Battle through a cleverly-designed set of levels, with points awarded for picking anything up and technique. Your total and ranking are displayed at the end, much like *VF2*.



COMPARISON

GRID RUN

▲ Nice and original
▼ A bit niche, maybe?

Well, it's almost impossible to find something that's as exciting AND similar to *Bomberman* on the Saturn. But, in the end, we did manage to find Virgin's *Grid Run*. In both you run around something that in a half-arsed sort of way could be called a maze and you kind of blow people up in *Grid Run* and they both require strategy and are good. So there.

SECOND OPINION

Bomberman is, as Dean states in his review, arguably the best multi-player game you'll find on any format. To avoid the heinous crime of waxing lyrical, I'll relate a little story. When *Bomberman* for the Amiga was due to be launched years ago, its UK distributors were forced to change its name amidst tabloid page five cries of 'ban this sick game'. *Bomberman* apparently encouraged bombings. No, really. The UK distributor gave it the moniker *Dynablaster* instead. That sure showed the IRA, eh?

James Price

VERDICT

Graphics — 6

Well there's nothing too unique and special here. Although there's quite a bit of anime throughout.

Sound — 9

Surprisingly funky music for a Japanese arcade game. Hmmm, nice... niiiccceee.

Group play — 10

Probably the best multi-player game you'll ever play. Ever. Simple as that, really.

Lifespan — 8

If you've got enough friends then you'll be fine. Knock a couple of points off that score, though.

Hudsonsoft have done wonders with *Bomberman* on the Saturn. The 10-player option works very well and it just about crawls through as a one-player game.

91

Hexen

Players	.....Two with link cable	**Stages**	.....Loads
Difficulty	.....Easy/ Medium	**Release Date**	.....Out now
Top 100 Position	42	**GT**	.....☎ (0171) 258 3791

Fantasy setting, meet *Doom*. *Doom*, meet fantasy setting. Happy? Then we'll begin...

Developers Raven took id's *Doom* engine and created *Hexen*; a PC game that mixes an RPG fantasy setting with puzzles and violence. Critics loved it, punters bought it. Understandably, GT desired versions for other formats and set Probe to work on a Saturn version. This is a point worthy of note because, as everyone must be aware by now, Rage's conversion of *Doom* was (and is) atrocious. No such nonsense with *Hexen* on the Saturn, though. Probe have replicated the PC original with, if not style, certainly attention to detail. The outcome? A Saturn game that mixes an RPG fantasy setting with puzzles and violence. *Hexen*'s combat lacks the gritty edge that, say, *Doom* has, but it does offer more in the way of grey matter taxation. The ability to look up and down is a welcome addition, too. Those lucky enough to locate and buy a cable can even play a link-up version... but two copies are needed to do so. It's expensive, but fun if you can afford it.

Despite a fair amount of noteworthy content, too many switches to flick and a somewhat unsatisfying combat system make *Hexen* a game to rate in the 80s. So, without further ado...

James Price

1 Some sort of necklace. Look nice with a frock, that. 2 Big bloke up for a rumble. Cue frantic button pressing. 3 Looking 'down'. You can look 'up' too. 4 Flaming bird in a cage. Nothing but trouble, this one... 5 Pixelisation rears its ugly head, but we've seen worse.

VERDICT

Graphics — 8
Attractive... and certainly better than Saturn *Doom*. More animation would have been nice.

Sound — 4
The main soundtrack sounds like the *Casualty* music. Music for killing goblins? Arse.

Group play — 9
With a link cable, *Hexen* is a wonder to play. You do need two copies to do so, however.

Lifespan — 8
Plenty to do and a huge map to explore. You won't complete *Hexen* in an afternoon.

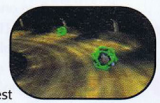
A fine conversion of a fine game. *Hexen* is enjoyable, if slightly flawed, and could prove hellishly addictive if you own a link cable.

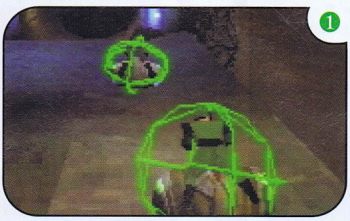
84

Scorcher

Players	.....One	**Tracks**	.....Six
Difficulty	.....Easy/Medium	**Release Date**	.....Out now
Top 100 Position	92	**Sega**	.....☎ (0181) 995 3399

Finally *Scorcher* pops in for a quick review... but ah, has time been kind to our speedy friend?

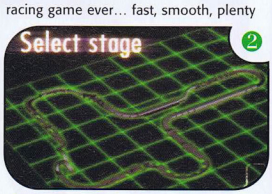


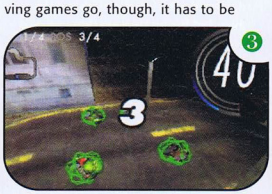


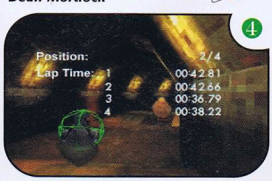
To answer the question above, then yes AND no, I suppose. When we viewed an early working version, *Scorcher* looked like the best racing game ever... fast, smooth, plenty of tracks, original gameplay and some of the best graphics we'd yet to see. That was, though, well over a year ago and had the game been released then, it could have all been a far rosier picture altogether.

As it stands, *Scorcher* is a pretty fair title. Its graphics are still fast, smooth and detailed and there's certainly enough variety in the game, with championship and time trial modes. As driving games go, though, it has to be said that *Scorcher* definitely falls more into the *Wipeout* category, with speed-up and jump power-ups to collect, chasms to avoid and speed ramps and tunnels all over the place. A distinct lack of a two-player option, though, and little variety in the tracks, means that you're unlikely to tear yourself away from *Sega Rally*, *Manx TT* or *Wipeout* to play this... although it's a fair alternative to the last one — if you have the money.

Dean Mortlock







1 Up close and personal: an overtaking accident due at any moment... 2 There are a total of six courses, but not all of them are available from the start. 3 Self-numbering pictures. Smart, eh? 4 You get regular updates on the position of other racers.

VERDICT

Graphics — 9
Beautiful, and by far the best part of the game. Some of the lighting effects have to be seen.

Sound — 8
A fair attempt at a techno soundtrack and it does fit in with the style of the game.

Group play — 3
No two-player option and very little interest in the challenge of the time trial mode.

Lifespan — 6
There are six courses, but without a two-player option, I'm not sure about how long it'll last.

The game we've all been waiting for has finally arrived, but, unfortunately, it hasn't aged particularly well.

78

Players	.Six with multi-tap	**Options**	...More, shake, stick
Difficulty	...Team-based	**Release Date**	.....May
Top 100 Position	15	**Virgin**	...☎ (0171) 368 2255

NHL Powerplay Hockey '97

Virgin *aren't renown* for their sports sims, but *Powerplay* will make a difference, being *the best* of its genre by far.

"Were a developer to produce a football game that embraced an equivalent standard to *Powerplay*, Europe would grid to a halt on its day of release."

❶ Montreal prepare to attack. ❷ It's no time for a nap, but the player bottom-right takes one regardless. ❸ Stats and stuff. If these don't interest you, you *can* avoid them. ❹ My, what astonishingly fat arses these players have...

***NHL Powerplay Hockey '97* is**, in my opinion, the game of the month. Comparing games of different genres is always dodgy, but in terms of sheer playability, invention and slick production, *Powerplay* surpasses even *Manx TT* and *Pandemonium*. Comprising accessibility with enough stats and options to satisfy purists, it's the best hockey title on any format under any sun you care to mention. EA's equivalent is no contender; for sheer superiority in a category, you'd have to look towards *Sega Rally* for a similar high-calibre performance.

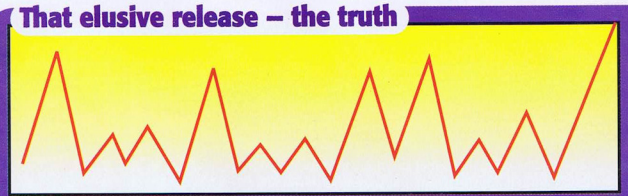
Virgin get the impressively gushing first paragraph because they do have a genuinely incredible title on their hands; arguably their best Saturn release ever. **SP** readers should have discovered this last year. *Powerplay* was to be released many moons ago with a '96 tag promising a seasonal update. Somehow the conversion took far longer than VIE had anticipated and, with a '97 version already planned, last year's release was canned. This version features fresh stats and, apparently, a few virtually invisible bugs were removed.

I could relate aspects of *Powerplay*'s gameplay for this page and beyond, but an altogether reader-friendly alternative would be to state the following – it's hockey. Hockey through and through: intelligent build-ups, lightning breaks, smooth movement and inertia trickery. It appeals because, not only is it approachable, its joypad features are well-considered. Want to make a player move with back to goal rather than rotate while defending? Tap a button. The opposite also applies. Another admirable feature is *Powerplay*'s wealth of options. Hockey is a stop-start game, with fouls conceded for a wide array of transgressions. The two line pass, icing, offside... all rulings that slow play down and could infuriate newcomers. *NHLPH* allows players to turn these off. UK players keen on action but not wanting to get bogged down by the red tape of the real-life game can tailor play to their liking. Were a developer to produce a football game of an equivalent standard, Europe would grid to a halt on its release day. I mean, how many games have totally context-sensitive crowd roars? *Powerplay*'s subject matter is very niche in the UK; it deserves to sell well, but will it? T'would be a deserved triumph for quality were it to do so...

Virgin and Tantalus, I salute you. Ten out of ten for style and attention to detail, minus five for keeping to release dates...

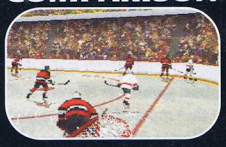
James Price

That elusive release – the truth



❶ *NHL Powerplay Hockey* title announced. ❷ Dinosaurs rule the earth. ❸ Dinosaurs snuff it. ❹ Cavemen rule. ❺ Anus Domino. Or something. ❻ Elizabethan/Victorian era. Period dramas are real life! Arse! ❼ Modern times. Period dramas are on TV, so you can turn 'em off. Yahoo! ❽ 'Alien abduction' rumours circulate. Scully isn't convinced. ❾ *Saturn Power* launched. ❿ *Powerplay* released. Yippie!

COMPARISON



NHL '97

▲ Hockey. Loads of views. ▼ *Powerplay* is so much better. *Powerplay* is better than *Nngh*... no, sorry, start again. *Powerplay* is vastly superior because *Nhngh*... Bloody hell.

It's true. We really can't bring ourselves to mention them both in the same breath. EA's effort isn't dreadful, but in terms of playability Virgin's gem shines bright; it's sheer effervescent excellence. *NHL '97* is tarnished by comparison.

SECOND OPINION

Yes, well... there's no argument on my part that *Powerplay* is indeed a fine product – and taking on the once might EA Sports range of titles is no small feat – but the game of the month? Not sure about that.

Ice hockey is, at the end of the day, a bizarre (yet strangely addictive sport) and far out of the grasps of us poor Brits. So it's diffiicult to imagine this doing 'big' things over here, but the sheer quality of the graphics and playability means that it'll probably deserve to sell better than it does.

Dean Mortlock

VERDICT

Graphics — **8** — **High quality: fast, smooth and detailed, *Powerplay*'s a good looker.**

Sound — **6** — **Awful music, but superb spot commentary. Context sensitive crowd noises, too.**

Group play — **9** — **Six-player option with multi-tap. Playing with two is fine, but more works fine.**

Lifespan — **9** — **Beating the CPU takes time, but human competitors add an unpredictable edge.**

The best hockey game ever, arguably the game of the mont and far better than the disappointing Electronic Arts game. Go out and grab a copy now...

92

***NHL Powerplay Hockey* '97 makes an impressive entry in our Top 100, making 15th position its very own. Deservedly, too. See for yourself on page**

Sega

Terrestrial gaming is all very well, but we all know that most of the more bizarre and interesting stuff gets released in Japan and America and, occasionally, filters through to our shores. Sega World will bring you the crop of the most interesting ones every month, starting with this lot...

Assault Suit Leynos

Released in: Japan ● Developer: Masiya ● Publisher: NCS Corp.

Yes, you've guessed it! This is the sequel to *Assault Suit Leynos*, or otherwise known as *Target Earth* for the Megadrive. It's a 2D side scrolling, blow the hell out of everything that moves, sort of action game.

You control a 'kick ass' mech, who stomps his way through the landscape with his buddies eliminating anything that remotely looks hostile. Your team of nutty robots have to complete each level by destroying or reaching a primary objective, all these are linked to an on-going storyline. You can also customise your mech by choosing different weapons, armour and special devices to give him even more charisma, and make him more attractive to women.

Everyone has seen this game before in some shape, but fans of the original will probably sell their granny for a copy! The scaling effects are good, and the soundtrack does work well. Not bad, but nothing special.

VERDICT

75% – Okay, but nothing original!

STATUS

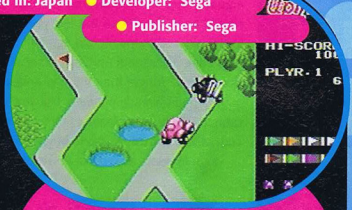
This will definitely not be released in the U.K. So all of you *Leynos* freaks better start searching the import shops.

Sega Ages Memorial Selection

Released in: Japan ● Developer: Sega ● Publisher: Sega

More retro games to play for ten minutes, reminisce, and wonder why we ever liked them. Don't get us wrong – we praise the playability of many older titles – but this selection, except for one, is perhaps one Sega should have left tucked away in the closet. *Head-On* was released in 1979 and comprises two cars, dots, annoying sounds, and a maze. Time has not been kind to it.

Pengo isn't brilliant due to the fact that it has been plonked on it's side, making the controls the wrong way around. Impossible to play unless you hold your joypad differently. Damn shame! The less said about *Up 'n' Down* the better. Luckily, *Flicky* saves the day! It has everything you want from a retro game. Crap graphics, crap sounds, but completely addictive gameplay. It's really difficult – proving that games were harder in them days, and today's gamers have it too easy.



VERDICT

70% – *Flicky*'s cool, but the other three stink.

STATUS

There's a good possibility that this will be sitting on the shelves of your local game store very soon.

Fantasy Zone

Released in: Japan ● Developer: Sega ● Publisher: Sega

Remember the Master System? Hell, you're probably using it keep the shed door shut or something, brick that it is. *Fantasy Zone* first appeared on the lowly 8-bit console. High and mighty Saturn owners might cringe at buying a game that only uses a quarter of their £200 console's power, but trust me, this game is good and does deserve being reprogrammed for its older brother's older brother.

You control a small space ship that has to shoot small cute critters that subsequently produce money. This allows you to enter a shop to buy extra guns, shields, engines, and bombs. *Fantasy Zone* has cartoon graphics and wild neon/pastel colours. It's very hard but very addictive, and with its many different options allowing players to change the number of lives, shots, money and so on, you'll be occupied for a long time.

VERDICT

85% – great game, great options.

STATUS

This could be released in a *Sega Ages* package, and if it's compiled with games that are equally as good, it will be a very attractive buy.

World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Ijidkijidk Sun

Released in: Japan ● Developer: Compile ● Publisher: Compile

When Alexey Pajitinov developed *Tetris* ten years ago, he probably would never have guessed that ten years later clones of this classic game would still be being made, and being played!

Nowadays, the format has slightly changed with characters introduced and other factors determining the puzzle outcome. *Baku Baku Animal* had the gimmick of matching animals with food, *Super Puzzle Fighter 2 Turbo* had combination moves related to the number of coloured beans matched. This title has a RPG storyline, with three characters travelling through the countryside trying to save the heat from the sun being sapped away by an evil goblin.

You start off on the easy setting and work through to the medium and then hard setting. The storyline is not worth spitting on, but again this has a two-player mode (like every *Tetris* clone) that will appeal to everyone. If you haven't got a puzzle *Tetris* style title in your collection, then this is a definite contender.

VERDICT

84% – good, but as good as *Baku Baku Animal*

STATUS

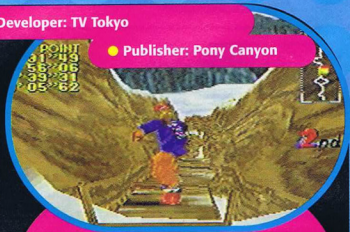
This will not be released in Britain, probably due to the fact that there are plenty of similar games available already.

Zap! Snowboarding Trix

Released in: Japan ● Developer: TV Tokyo ● Publisher: Pony Canyon

It's time to dig out your favourite woolly hat and surf the snow of Japan, Europe, and America. With a choice of three characters, each with different speed and cornering abilities – and these do make a difference! There's three courses Easy, Normal and Hard, and also a Free course for practising tricks. The harder the course, the steeper the decent and the more obstacles you'll have to avoid. You compete against a single computer operated opponent, and have to reach check points in a certain time.

The free course is great fun. You can master the many tricks available to accumulate points. The graphics are smooth, but you can see the landscapes being drawn in the distance. The soundtrack is very cool, Seattle grunge tracks accompanying you down the slopes make the tension even more real.



VERDICT

80% – a good game, but would have been better with a 2 player mode.

STATUS

A UK launch is possible (as is, incidentally, a *Cool Boarders* Saturn release) but not confirmed.

Funky Head Boxers

Released in: Japan ● Developer: Yoshimoto Kogyo Multimedia Produce ● Publisher: Sega

Very weird!

This is a boxing game where the heads of the boxers are large 3D rectangles with various Japanese faces upon. The idea behind this is that if you own a Photo CD Operating System for your Saturn, you can super impose a picture of yourself onto the rectangle box. Allowing you and your friends to fight each other face to face.

There are three different fighting views to choose from, but only a limited amount of moves. Even with the inclusion of the Photo CD gimmick, this game is pretty pathetic. Everything about it puts you off right from the start, the sounds, the graphics, the whole ambience smells like a well urinated lamp-post!

All reviews by: ***Dan Herridge***

VERDICT

50% – buy it for your worst enemy!

STATUS

Luckily the shores of Great Britain will not be welcoming this title. A Photo CD launch is also highly unlikely.

Reader Reviews

We may well be the experts, but remember... we're just human and prone to the same errors as the rest of us. So, what happens if we miss that classic or over-rate something hyped to the eyeballs? We always said that you're the most important people, as you're the ones that are actually shelling out the cash at the end of the day. Soooo... here's your chance to make a difference. Speak Your Brains is YOUR page. YOU can come into the Saturn Power offices, play the latest games, make the odd cup of tea for everyone and write up some reviews to then appear on this page...

Speak Your Brains

Omid Scobie
Omid's just finishing off his GCSEs (as we speak) and has been known to be rather good at *Virtua Fighter/Fighting Vipers/Fighters MegaMix*. Creator of his own *VF* fanzine, he lives is Oxford.

Andrew Parker
The pale face and staring eyes say it all... here is a man who spends too much time sat in front of a Saturn. Andy claims to live in the country and watch 'things' with his powerful binoculars.

Paddy Richardson
A full-time musician and professional uncle, Paddy is one of the lucky few in this country to own a working Vetrex console – and a 50 percent share in an old Atari 2600.

Scorcher

We gave it: 78%

We said: "The game we've all been waiting for has finally arrived, but, unfortunately, it hasn't aged particularly well."

The only thing you have to do is to race around a small track beating the other opponents to the end, nothing special. The graphics are nice with some pretty impressive scrolling and the sounds also worth mentioning with a rather good techno soundtrack. Scavenger have always been good in the graphics department but they don't seem to have done the same with the gameplay.
68%

I like looking at it, although I'm not very good at it – there's far too many holes to fall into. Smart backgrounds and very detailed and atmospheric. The major thing missing from *Scorcher*, though, is a two-player mode. Most driving games have them as standard and I've just come to expect them.
75%

The first thing that hits you is that the graphics are very striking and very addictive to watch. I'd have liked some form of weapon, though... that'd be great. The music's predictable, but it suits it. I found it quite easy, though. I got through to the third track on my third go, so I'm worried about the game's longevity.
79%

Manx TT

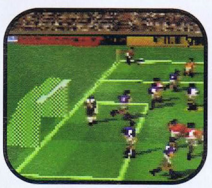
We gave it: 92%

We said: "What could have been a cobbled-together hash of a game has turned out to be an extremely competent and fun conversion. Top marks."

When Sega announced that Perfect Entertainment were in charge of the *Manx TT* conversion I had my doubts, but after playing the finished game I take all I said back. It's an excellent conversion that's a definite *Sega Rally* beater. The frame rate is simply amazing running at a more than smooth 30fps. Your Saturn is naked without it!
93%

I really liked it and I thought it had a really good feel for speed. I didn't think the internal view worked very well, as the leaning motion threw you around far too much for my liking. I was impressed by the choice of bikes and courses, though and generally thought that the amount of options and extras included in the conversion make *Manx TT* is a definite winner.
90%

It's a very well made game, though and great in two-player. The ghost mode works really well and you can set yourself good challenges. The conversion's not bad, but I have to say that you can give me a car and I'm anyones'. I'm going to give it a bit less than most because although I agree that it might well be a good enough conversion, I'm really not into bike games.
82%



Fifa '97

We gave it: 74%

We said: "Almost perversely entertaining for a game as flawed as it is. A good buy if you'll be playing with friends... but if not, be sure to rent it first."

After booting the game up and watching the intro I was sure that I was in for a treat but I was wrong the gameplay remains pretty much the It has the same old features (Friendly, League, Tournament, Play-off etc...) and a vast array of options (most of which are useless). Still on the plus side it's still a great laugh to play with a mate or two.
74%

I enjoyed *FIFA '97*, although I had a fair amount of trouble moving my player who was in control at the time. I thought the commentary was great and also the choice of indoor and outdoor pitches. Another good point was the sheer amount of teams (both national and international) available to you.
80%

The commentary made me laugh because I'm one of those strange people that always commentates my own games [*Strange boy – Dean*]. The graphics are okay, but (to be honest) I've been rather spoilt with *Sega Worldwide Soccer* and this looks a bit poor after that. I liked the touch of the indoor stadium (giving people the choice is always a good thing).
80%

Hexen

We gave it: 84%

We said: "A fine conversion of a fine game. *Hexen* is enjoyable, if slightly flawed, and could prove hellishly addictive if you own a link cable."

I have never been a great fan of the 3D-shooting genre so it took me a while to start enjoying this game. Once you have collected a weapon or two the game starts becoming fun and you really want to carry on playing until you finish the game. There are plenty of levels to play through but is it worth buying this when *Quake* will be released just a few months later?
84%

The 3D movement is certainly a lot smoother than the disappointing *Doom* – although you can give me shotguns and automatic weapons any day of the week. *Hexen* is definitely one I'd need to get into further. It's all head-cleaving good fun and very dark and atmospheric. *Hexen* certainly isn't a game you can rush into and expect a quick payback.
82%

Good music... it certainly fits in with the game. *Hexen* is far more detailed and involving than *Doom*. The added bonus of being able to look up and down reminded me a bit of *Exhumed* – although *Hexen* isn't really in the same league as that. It's best to avoid this game if you prefer the quick style of gameplay of *Doom*.
76%

Fancy a go?

You can easily come into the **Saturn Power** office for the day. Simply send in this form and we'll contact you to arrange a suitable time. Easy. You'll get to play loads of the latest games, see how we put the magazine together and, more importantly, write some reviews that'll appear on this very page. Oh, and you should be able to pick up the odd pre-production game lying around... because we're nice.

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You might have missed...

Space Hulk & Story of Thor 2

Did you, perchance, miss these two gems? Both *Space Hulk* and *Story of Thor 2* aren't the best games available for the Saturn, but they have a lot to offer. Here's why...

EA's original *Space Hulk* game was released on PC and Amiga many, many moons ago. Through a small viewing window, players move around a 3D environment through usage of 'push scroll', pre-rendered forward movement of the sort found in, say, your average FMV-based adventure. By today's standards that first episode looks terrible, but it drew admiring glances at the time. Having pledged support to the ill-fated 3DO console, EA set about developing software for Trip Hawkin's dream machine [snigger]. An update of 16-bit *Space Hulk* was scheduled and subsequently released; so impressed were EA with the advances made, they re-converted it back to the PC.

A Saturn version, inevitably, appeared. At first glance, *Space Hulk* appears to be *Doom* game *castratum*; lacking visuals, speed of movement and any real direction, it begins with a series of simple missions. These are punctuated by orders given by a sampled voice: 'Samael, proceed to this point' and 'cover this area' are typical commands. Suddenly, with *Aliens*-style motion trackers beeping like a 1989 chart rundown, the Gene Stealers appear. They're impressive, fast and difficult to kill, simply because they're blessed with a little artificial intelligence. They don't run into laser fire, but they do attempt to sneak behind players and hide around corners, waiting for a moment to strike. *Hulk*'s restrictive and unresponsive movement system still intrudes upon the potential for real action, but after the sixth mission, *Space Hulk* blooms. Your character – the up-tight sounding Samael – is promoted to lead a group of troops...

Ordering your colleagues is simple, based around roughly eight commands. With mission objectives given, the tactical leaning that *Space Hulk*'s earlier levels hint at comes into sharp focus. Setting up perimeters with troops and checking your strategic map, it's hard not to get caught up in *Hulk*'s atmosphere. Acclaim's *Alien Trilogy* wasted the promise of its licence, being an admittedly above-average but derivative *Doom* clone. *Space Hulk* is closer to the 'feel' of the films than Probe's somewhat unimaginative shoot-'em-up will ever be. It looks pretty awful at first glance, which would go some way to explaining why a lot of people didn't buy it. Now available in most independent game stores for around the £25 mark as a second-hand title, it's more than worth a look.

Story of Thor 2 shares a handicap with *Space Hulk*. A sequel to a popular Mega Drive RPG, its visuals and basic design ideas are of a quality more at home on a 16-bit system. This is an obvious handicap; who would drive a Skoda if they could buy and maintain a BMW for the same price? Beneath its unadventurous exterior, *Thor* turns out to be a wolf in a donkey costume; a Skoda with BMW upholstery, trim and horsepower. It is, in short, an enjoyable adventure. Disregarding its limited and utterly twee plot, character interaction and basic fantasy setting, it's probably the only Saturn title to offer a *Legend of Zelda*-type experience. With various areas and dungeons linked by countryside, Thor's main character gains greater abilities and weapons as his quest progresses. Like the Nintendo classic it apes, *Story of Thor* allows players to back-track, covering well-trodden ground in order to find secrets. This offers much in the way of peripheral interest; should players become stuck on the main quests, they can explore for other intrigues.

You can pick up a copy of *Thor* for around £25. Give it a try.

Alien Averages

Pete Wilton, Editor, Essential PlayStation
Not another *Doom* clone but rather a surprisingly in-depth strategy game.

Les Ellis, Deputy Editor, Gamesmaster
Bloody scary as hell I'll tell you. Play it with the lights out to get the full effect.

James Price, Production Editor, Saturn Power
Still unique in that it offers convincing real-time strategy. Can we have an sequel, EA?

***Space Hulk* is no great looker, as these shots illustrate. It's not about visuals, though...**

The scores on the Thors...

Will Overton, Editor, N64 Magazine
An enjoyable sequel to MD *Thor*, but it doesn't make enough use of the Saturn's power.

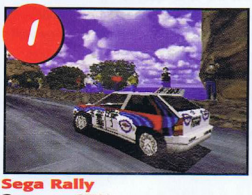
Les Ellis, Deputy Editor, Gamesmaster
***Thor* is let down by some unimaginative gameplay and poor execution.**

James Price, Production Editor, Saturn Power
***Thor*'s a chorus from the *Zelda* choir, but it should offer more as a 32-bit title.**

***Story of Thor 2* could be mistaken for a Super Nintendo title. In many ways, it is...**

TOP 100

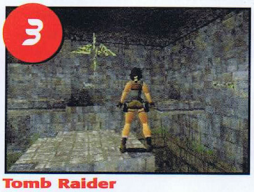
Every Saturn-owning individual will find something to disagree with over the next six pages. A top 100 is always a controversial piece of editorial – no matter the subject or magazine – so we expect a fair amount of feedback on why, say, *Tomb Raider* isn't rated as number two or *Worms* ranks at such a lowly level. This is a dynamic chart – expect a brace of new entries in next month's Saturn Power…



Sega Rally
Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.



Tomb Raider
Core • 95%

Quite simply the most impressive looking adventure game ever seen and one of the true 'next-generation' computer games. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic has more in the way of originality than almost every other release of 1996. We look forward to its sequel with bated breath…

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten storeys and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on…

Fighters MegaMix
Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix*'s are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem.

Arguably the finest beat-'em-up on ANY console… but, with *VF3*'s release looming ever closer, its crown could be pinched come the Yule period…

Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

And, of course, getting to kick people.

NiGHTS
Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NiGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NiGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NiGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NiGHTS*' many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.

Virtua Fighter 2
Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine…

Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.

Sega Worldwide Soccer '97
Sega • 91%

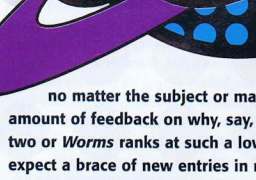
The football arguments that had been raging since the release of both *Olympic Soccer* and *Striker* were finally quashed when this game appeared. *Sega Worldwide Soccer* is a superlative two-players game but, unfortunately, it's flawed to hell in some respects. Sega have an update planned for Xmas '97 – hopefully, this will take into account *SWS*'s goalkeepers are utter tosspots. *Worldwide*'s NTSC version (on a USA or Jap machine) is faster, smoother and better to play. Import buyers take note…

Best points: The animation and movement of the players is spot-on and there's a lot of moves that are pretty simple to get to grips with. Slightly dodgy when played against the Saturn, it's brilliant against a friend.

Ultimate Mortal Kombat 3
GT Interactive • 94%

Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate 2D fighting game, and this is (by far) the best version of it. Of course, not everyone agrees that the *Kombat* series is a pinnacle of beat-'em-up perfection. Indeed, *Street Fighter Alpha 2* is technically superior in almost every respect. However, casting votes in the **Saturn Power** office put *Ultimate* above *Alpha 2*.

Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities are unrivalled by any other. Of course, there's the small matter of gore. Although surpassed by other titles in terms of sheer 'ugh!' value, *Ultimate Mortal Kombat 3* still makes players wince as their character meets a grizzly end.



Exhumed
Sega • 91%

There have been a few *Doom* clones now on the Saturn, but only one can claim to look and play better than the original. The sheer speed, smoothness and detail to the game makes it utterly unique.

Lobotomy are arguably the most exciting Saturn developer of the moment not working in a Sega office. Everything they currently touch turns to gold – so, while you're waiting for *Quake* and *Duke Nukem*, playing this would be a good way to spend your time.

Best points: The light sourcing is incredible for the Saturn. *Exhumed* also boasts impressive depth; you'll struggle to complete it and, should you do so, it's assured that you missed secrets, features and the elusive Loboflight.

Virtua Cop 2
Sega • 92%

Like the first *Virtua Cop* game, the AM fellows have produced an almost faultless conversion. That, when added to the optional light-gun, makes an awesome package.

Trouble is, without the use of a plastic pointing peripheral, *Virtua Cop 2* is – again, like its predecessor – an attractive but unsatisfying blaster. Those without one should buy Sega's fairly good-value gun/game bundle.

Best points: Light-gun games have always been popular and one of the best things about the *Virtua Cop* games is the way it responds to the gun – the victims for instance, move in a natural way, depending on where you hit them. Shooting felons repeatedly in the pants has never been so much fun…

Die Hard Trilogy
EA/Fox Interactive • 91%

An outstanding use of the *Die Hard* license and one of Probe's finest hours. Three completely different games that could've been released separately. The conversion from PlayStation to Saturn isn't quite as good as Sega owners might have hoped for. Still, it's far from shoddy. It could be argued that *Die Harder* – the light gun section – is better than the *Virtua Cop* games…

Best points: The three game styles (driving game, *Virtua Cop* clone and 3D shoot-'em-up) are all varied enough to keep you playing them through 'til the end. It's the little details that make *Die Hard Trilogy* so special and, in many ways, a departure from the movie tin-in norm. There are loads of codes for different cheats and features, pick-ups… you name it, it's here.

Manx TT
Sega • 91%
Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too...

Night Warriors
Virgin • 91%
If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.

Bust-a-Move 2
Acclaim • 91%
A hopelessly addictive puzzle game that seems simple, almost dull at first appearance, but draws you in like, like, well like heroin we suppose. It's almost a bargain at £30, too.

Wipeout
Sega/Psygnosis • 87%
The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.

Daytona USA: CCE
Sega • 91%
Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.

Bomberman
Sega • 91%
The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.

Thunderhawk 2
Core • 91%
Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.

Alien Trilogy
Acclaim • 83%
A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.

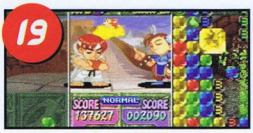
Street Fighter Alpha 2
Virgin • 88%
Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the **SP** office is split, but *SFA2* is undoubtedly the looker of the two.

Tunnel B1
Ocean • 90%
Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.

Soviet Strike
EA • 87%
The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.

Swagman
Core • 86%
Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.

Command & Conquer
Virgin • 91%
Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.



Puzzle Fighter Turbo 2
Virgin/Capcom • 81%
Slightly better fun that *Bust-a-Move 2* as a one player game, *Puzzle Fighter* perhaps has the edge over its bauble-busting rival. Cheap and essential for two-player sessions.

Pandemonium
Sega • 88%
Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.

Panzer Dragoon ZWEI
Sega • 80%
Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.

NHL Powerplay Hockey '97
Virgin • 92%
By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, Saturn *Powerplay* is also better than on any of the other formats.

Dark Savior
Sega • 91%
Programmed by the *Landstalker team* and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.

Virtual On
Sega • 88%
Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

Street Racer
UbiSoft • 84%
The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.

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Top 10 Saturn Sounds

The following titles have – in the opinion of *Saturn Power* – the best soundtracks currently available on Saturn games. This is very much open to debate (music being such a personal thing as it is), but we've tried to take this into account. Tracks we at *SP* may not personally like – but exhibit technical excellence – have been taken into consideration...

1 Tomb Raider

Not only are *Tomb Raider*'s range of long and short tracks context sensitive, they're also of a cinematic quality rarely found on computer soundtracks. The advent of CD-based games machines has allowed computer musicians to really flex their creative muscles, with hardware restrictions becoming a thing of the past. Despite that, we're all still subjected to endless dance tracks from ex-chip musos. *Tomb Raider* offers far more, with atmospheric orchestral tunes complementing awe-inspiring views from the game.

2 Swagman

***Swagman*'s tunes could grace a number of films. More top music from Core.**

3 Loaded

Two PWEI tracks and some gems from Gremlin' in-house musos. Fine stuff.

4 Alien Trilogy

Atmospheric. It's not subtle or situation sensitive, but it does enhance play.

5 Die Hard Trilogy

Loads of tracks, plenty of variety. From hip-hop to rock, it's all in here.

6 Scorcher

Opinions are divided at SP about this choice, but *Scorcher* does offer quality techno.

7 Exhumed

This puppy is full of eastern toons that don't grate – an achievement in itself...

8 Tunnel B1

Thumping 'epic' soundtrack that complements the fast action rather wonderfully.

9 Shellshock

Loads of hip-hop. If you like that kind of thing, *Shellshock* sounds ace, mate.

10 Blam Machinehead

Yet another Core title with excellent sound. Underrated, much like the game itself.

31 Torico

Sega • 83%

Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.

32 Olympic Soccer

US Gold • 83%

Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.

33 Victory Boxing

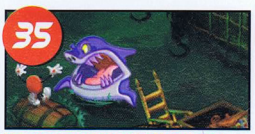
JVC • 82%

Build up your fighter and fight through to the champ. Then there are hidden characters ahoy and plenty of extra moves. Plays well, too – especially in two-player mode.

34 Athlete Kings

Sega • 87%

Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.



35 Spot Goes To Hollywood

Virgin • 82%

An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.

36 Fighting Vipers

Sega • 84%

The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.

37 Sonic 3D

Sega • 90%

One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.

38 Mystaria

Sega 82%

An RPG in 3D an large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.

39 Baku Baku Animal

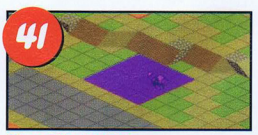
Sega • 85%

Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.

40 Pro Pinball: The Web

Empire • 84%

Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



41 Sim City 2000

Sega • 90%

Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.

42 Hexen

GT • 84%

Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.

43 Theme Park

Bullfrog • 92%

Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.

44 Grid Run

Virgin • 89%

One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.

45 Lost Vikings 2

Interplay • 82%

A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...

46 Bug!

Sega • 76%

Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.

47 Alone in the Dark 2

Infogrammes • 88%

Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.

48 Magic Carpet

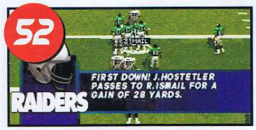
Bullfrog • 89%

Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an *arcade* type of way, folks.

Die Hard Arcade
Sega • 88%
Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.

Black Dawn
Virgin • 84%
An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.

Virtua Cop
Sega • 92%
Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.



Madden '97
EA • 90%
One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do *you* know how to play?

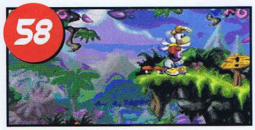
True Pinball
Ocean • 83%
The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.

Return Fire
GT • 84%
Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.

D
Acclaim • 83%
A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.

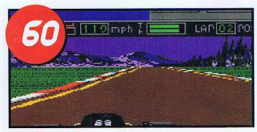
Mass Destruction
Sega • 78%
Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.

Tempest 2000
Interplay • 84%
First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.



Rayman
UbiSoft • 81%
Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.

X-Men: Children of the Atom
Virgin • 90%
One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.



Andretti Racing
EA • 79%
Andretti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.

Virtual Golf
Core • 87%
Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.

Destruction Derby
Sega/Psygnosis • 80%
Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD*'s moderately pretty playable.

Hardcore 4x4
Gremlin • 73%
A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?

Virtua Fighter Kids
Sega • 68%
Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.

Space Hulk
EA • 81%
Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

Keio Flying Squadron 2
JVC • 80%
A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

The best driving games

(1)	Sega Rally
2 (11)	Manx TT
3 (12)	Daytona USA: CCE
4 (26)	Wipeout
5 (30)	Street Racer

The best shoot-'em-ups

1 (8)	Exhumed
2 (9)	Virtua Cop 2
3 (10)	Die Hard Trilogy
4 (18)	Tunnel B1
5 (23)	Soviet Strike

The best beat-'em-ups

1 (2)	Fighters MegaMix
2 (5)	Virtua Fighter 2
3 (7)	Ultimate Mortal Kombat 3
4 (13)	Street Fighter Alpha 2
5 (16)	Night Warriors

The best adventure games

1 (20)	Dark Saviour
2 (31)	Torico
3 (38)	Mystaria
4 (47)	Alone in the Dark
5 (55)	D

The best football games

1 (6)	Sega Worldwide Soccer '97
2 (32)	Olympic Soccer
3 (73)	Euro '96
4 (93)	FIFA '97
5 (NR)	Striker

The best other sports games

1 (15)	NHL Powerplay Hockey
2 (33)	Victory Boxing
3 (34)	Athlete Kings
4 (52)	Madden '97
5 (58)	Virtual Golf

The best strategy games

1 (14)	Command & Conquer
2 (41)	Sim City 2000
3 (43)	Theme Park
4 (65)	Space Hulk
5 (78)	3D Lemmings

The best platform games

1 (3)	Tomb Raider
2 (24)	Pandemonium
3 (35)	Cool Spot GTH
4 (37)	Sonic 3D
5 (46)	Bug!

The best puzzle games

1 (19)	Puzzle Fighter
2 (21)	Bust A Move 2
3 (39)	Baku Baku Animal
4 (44)	Grid Run
5 (94)	Tetris Plus

Top Five Annoying Soundtracks

1: Hexen (42)
Using the *Casualty* theme tune in an olde-worlde *Doom* setting? Hmmm, not good.

2: Worldwide Soccer (6)
For crimes against *Ode To Joy* (amongst other things), a number two for *WWS*.

3: Daytona USA (36)
Dean reckons this one was extremely annoying. He has a good point.

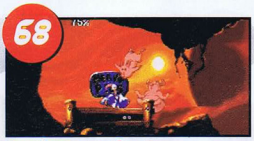
4: Christmas NiGHTS (NR)
Because there's nothing worse than hearing Christmas music outside the yuletide period.

5: Hexen (42)
The *Casualty* music? Why didn't anyone notice?

67

NBA Jam TE
Acclaim • 85%
The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

68

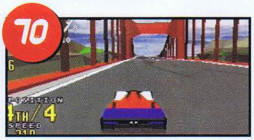


Earthworm Jim 2
Virgin • 74%
If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

69

Discworld
Sega/Psygnosis • 81%
The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...

70



Virtua Racing
Time Warner • 91%
A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade-perfect as it should've been.

71

Actua Golf
Gremlin • 84%
Graphically superb, with two detailed courses and multiple views. We at **Saturn Power** prefer the gameplay of *Virtua Golf*. Peter Alliss – the commentator – gets on your tits after a while.

72

Tilt!
Virgin • 85%
Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

73

Euro '96
Sega/Gremlin • 70%
An initially interesting and appealing football game, but closer inspection has shown up numerous gameplay flaws. Semi-sequel *Actua Soccer Club* will, hopefully, amend these.

74

Blam! Machinehead
Core • 83%
Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

75

Story of Thor 2
Sega • 80%
Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

76

Ghen War
Virgin • 80%
Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.

77

The Need for Speed
EA • 80%
In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

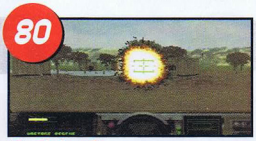
78

3D Lemmings
Sega/Psygnosis • 82%
A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

79

Golden Axe
Sega • 70%
A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.

80



Shellshock
Core • 79%
An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

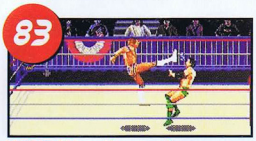
81

Break Point
Ocean • 78%
Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles...

82

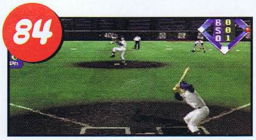
Slam 'n' Jam
BMG • 87%
Crystal Dynamics convert their 3DO basketball simulation across perfectly and, although it isn't the best, it's fairly close. If 'slam-dunk' doesn't sound like nonsense to you, give it a try.

83



WWF Wrestlemania
Acclaim • 82%
It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

84

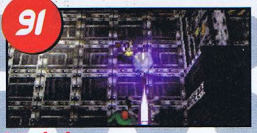


World Series Baseball 2
Sega • 81%
Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. It graphics are perhaps its best feature.

85 Doom

GT Interactive • 70%

Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic id game. For incredibly hardcore fans only.



91 Loaded

Gremlin • 82%

Some good effects and graphics, and Gremlin marketed the game very well but, at the end, a case of style winning over content. Its sequel promises puzzles… but we've yet to see for sure.

97 Worms

Team 17 • 70%

Definitely one of those 'love it or hate it' games, and we tended to fall firmer on the dislike side. Some people, though, would put it a lot higher up – like James, for example.

86 Blazing Dragons

BMG • 85%

Another ex-*Python* designed 'point 'n' click' adventure game. Despite mixed reviews, we quite liked it (apart from James, who finds it simplistic and decidedly unfunny).

92 Scorcher

Sega • 78%

Developers Scavenger promised much on a number of formats, but folded recently. *Scorcher* is the last you'll see of theirs. It won't appeal to everybody.

98 Road Rash

EA • 71%

A perfect conversion of the two year-old 3DO game and a sad end to the good name that *Road Rash* once had – although the game remains strangely addictive.

87 NHL '97

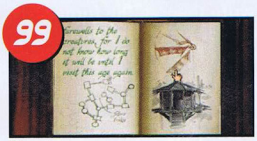
EA • 79%

Another case of another disappointing EA Sports release; its stop-start gameplay strangely unsatisfying. Virgin's *Powerplay Hockey* is a far superior game.

93 FIFA '97

EA • 74%

An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA*'s Mega Drive debut years ago…



99 Myst

Sega • 78%

A clever 3D 'point 'n' click' adventure, with excellent still graphics. The gameplay, though, is a bit stilted for some. Still, apparently, the best-selling CD game of all time.

88 Casper

Interplay • 81%

A decidedly unoriginal puzzle game based on the film of the same name. Decidedly 8-bit gameplay married to 16-bit visuals make *Casper* one for the easily impressed.

94 Tetris Plus

Jaleco • 70%

The horse may well be dead, but that doesn't stop it getting a severe beating. Some new extras and a good two-player split-screen option add the original interest.

100 PGA Tour '97

EA • 65%

PGA may have the EA Sports name behind it, but the game falls down compared to *Actua Golf* from Gremlin and *Virtua Golf* from Core. It's dreadfully slow, too.

89 Amok

Sega • 78%

Another typical Scavenger game in that its graphics and idea are strong enough, but the *Amok*'s too short and far too hard. Is it any wonder they folded recently?

95 Robopit

THQ • 80%

More enjoyable than you might think, as you build a robot and guide it through a league of 100 bizarre metallic creations. *Virtual On* is similar but far better.

90 Shining Wisdom

Sega • 79%

Graphically awful – despite a few nice effects – but a sturdy Saturn sequel to the highly-praised Mega Drive role-playing game. Those not entirely fond of RPGs should wait for its 3D sequel.

96 Guardian Heroes

Sega • 80%

Despite the number of choosable characters and fancy scrolling sprites, this Treasure affair lacks sparkle in the gameplay department. Frantic button-bashing is arduous, you know.

Next Month

Although *SP2* hits the shelves with summer in full flow – traditionally a quiet period for game releases – we expect a few new entries. *Actua Soccer Club* should replace its predecessor *Euro '96*, with *Reloaded* another assured inclusion from the Gremlin fold. Sega's *Shining the Holy Ark* could be the highest entry of the month; could an RPG grace the top 10? Find out next month…

Although Sega's Saturn is renowned for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen…

Rockman X3

Virgin • 23%

The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

Highway 2000

JVC • 56%

Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2

Sega • 28%

It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt

THQ • 31%

Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf

Virgin • 32%

Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis

Acclaim • 31%

Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball

Sega • 22%

One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%

Infogrammes' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Virtual Hydlide

Sega • 49%

Sega's first attempt at a 3D role-playing game, featuring a large man with a small knife and a bad limp in a very jerky world. Arse.

Crypt Killer

Konami • 38%

Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

Many thanks to Ocean software, who are offering games for the best high scores you send in. So, what are you waiting for?

Star Challenge

Just how good ARE you at games? Hmmm? Better than us? Well, here's your chance to PROVE it. We've cobbled together a fair smattering of our own personal best scores on the games we're playing at the moment, but obviously this page works best if you send in yours.

Your scores don't have to be for the ones mentioned here – they can be for any Saturn games. Just write them in the form at the bottom of the page, cut it out and send it to... *Star Challenge, Saturn Power, 30 Monmouth Street, Bath BA1 2BW.* Oh, and please don't forget to get someone to verify your scores.

Bomberman SS

282060 in the Master game

Andretti Racing

164 points and first place for a full season.

Daytona USA: CCE (Time Attack)

Three Seven Speedway ....0'17"68
National Park Speedway ...0'36"21
Dinosaur Canyon .....0'48"84
Sea-Side Street Galaxy .....1'53"02
Desert City .....0'52"36

100m Dash 9.92
Long Jump 8.64m

Athlete Kings

Shot Put 24.23m
High Jump 2.30m
400m Race 44.50
110m Hurdles 12.80
Discus Throw 66.52m
Pole Vault 5.70m
Javelin Throw 93.43m
1500m Race 3.46

Manx TT (Time Trial)

Laxey Course:
2'50"52 (overall) 0'55"12 (best lap)
TT Course:
3'43"64 (overall) 1'13"84 (best lap)
Laxey Coast (rm):
2'49"40 (overall) 0'55"96 (best lap)
TT Course (rm):
3'50"60 (overall) 1'15"12 (best lap)

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us. There's a game on offer from those kind people at Ocean for the best ones.

Game .....Score/time .....
Game .....Score/time .....
Game .....Score/time .....
Game .....Score/time .....
Game .....Score/time .....

Name .....

Address .....
.....
.....

I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

Signature .....

Sega Rally (Time Attack)

Desert Track: 2'34"42 (overall) 0'50"71 (best lap)
Forest Track: 3'44"18 (overall)
1'11"82 (best lap)
Mountain Track:
3'23"65 (overall)
1'03"32 (best lap)
Lakeside Track:
3'44"21 (overall)
1'12"89 (best lap)

Saturn Power Compo

Win over £900 worth of Sega gear!

There's always that extra piece of kit that you're bound to desire. You'll have about 40 quid on you, but do you go for the memory cart, or do you get that analogue pad to play *Manx TT* on? You can't afford them all, but with our fantastic competition, you don't have to worry about affording any of them as we're going to give you the lot!

One lucky person will walk (or stumble) away with this bundle...

Back-up Memory Cart

Arcade Racer

Six-Player Adaptor

Video CD MPEG Card

3D analogue Pad

Virtua Gun (with Virtua Cop 2)

Virtua Stick

...that's an astonishing £430 worth of gear. But, to give you an even better chance of winning something, Sega have also let us raid their usually guarded games cupboard, and ten runners-up will win one of these current Saturn releases...

Obviously, to win all this we want to make it a bit tricky, so we've devised this cunning ploy to get you working. Below are five quotes from this issue of *Saturn Power*. All we want you to do is find out where they're all from and then send us the answers to: ***Goody Goody, Yum Yum, Saturn Power, 30 Monmouth Street, Bath BA1 2BW.*** Give us the name of the review/preview or feature, the page number and make sure to let us know what Sega game you want if you're lucky enough to win. Good luck.

1) "To bask in the glory of your obvious brilliance (or mine, in this case) you get the full option to playback the last eight seconds of play at any point in the game."

2) "But talk to some of the guys at Core, see what Lobotomy have been able to do on Exhumed, look what they're going to be able to do on Duke Nukem, it is incredible."

3) "It's all head-cleaving good fun and very dark and atmospheric."

4) "If they want a Saturn so bad go steal one. You will probably have more luck!!!!!!"

5) "A tradition platform affair, but with some of the nicest graphical and gameplay touches we've yet seen in a Saturn game of this type."

Fighting Vipers

Mass Destruction

Manx TT

Torico

Bug Too!

Scorcher

Bomberman SS

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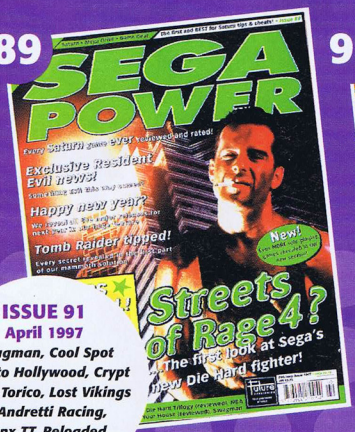
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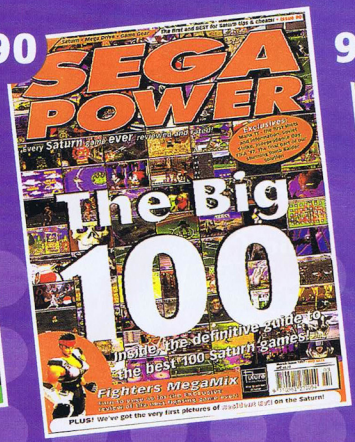
Happy new year?
Tomb Raider foiled!
Streets of Rage 4?
The first look at Sega's new Die Hard fighter!

90


SEGA POWER
The Big 100
Inside, the definitive guide to the best 100 Saturn games!
Fighters MegaMix
PLUS! We've got the very first pictures of

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ISSUE 91
April 1997
Swagman, Cool Spot Goes to Hollywood, Crypt Killer, Torico, Lost Vikings 2, Andretti Racing, Manx TT, Reloaded, ID4.

ISSUE 90
March 1997
Giant Top 100 feature, an exclusive review of *Fighters MegaMix*, plus the first pictures of *ID4* and *Resident Evil*.

ISSUE 89
February 1997
Exclusive look at *Die Hard Arcade*, a feature on the major games being released between now and the end of the year and a bumper tip thing.

ISSUE 88
January 1997
First review and superb cover on *Doom*, the final part of the *Alien Trilogy* guide and the first pictures of *Fighters MegaMix*.

ISSUE 87
December 1996
A complete guide to *Fighting Vipers*, plus the second part of the *Alien Trilogy* solution. Sparkling things on *Tunnel B1*.

Dammit, we all miss the slippy, spilly world of *Sega Power*. How we miss the cutting wit, jabbing editorial and sarcastic swipes at our grim-faced opposition. But what's this? The chance to buy a limited edition, collectors item copy of a bygone issue? Course you want it, and we might be all swanky and clever with our new magazine, but it pays to remember your roots; where you cut your journalistic teeth. *Sega Power* is that gnawing bone and some of the best are still available.

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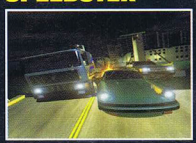

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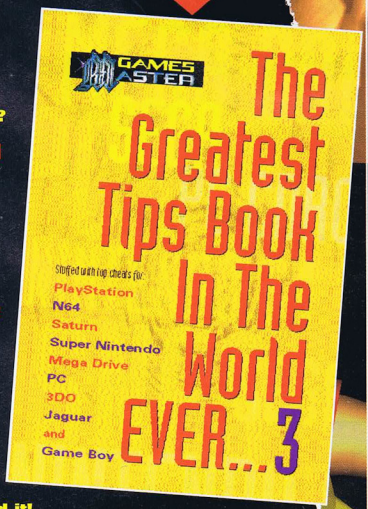

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Issue 55 May 1997

Next Month

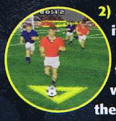
Look Mamma... no hands!

If you're nearly as pleased with this issue as we were then you should have exploded in a mess of sinew and major organs. Like all magazines, we're already hard at work on the next one. The large man/beast thing above is called Mamma and he's one of the new characters in Gremlin's *Reloaded*, which brings us nicely onto next month's CD...

CD – Number 2

Thank the many talented souls at Gremlin for this one, as we're going to bring you one of the best demo CDs you'll see on any mag this year. Check out this little bundle.

1) Reloaded – a fully playable demo from the update of Gremlin's gorefest. Choose one of the characters and play through the first level of the game.



2) Actua Soccer Club Edition – Can it hope to match the might of *Worldwide Soccer*? You'll be able to have a clearer picture when we give you the chance to play the game yourself next month.

3) Actua Golf – An older title, but arguably the best golf around for the Saturn. Find out for yourself what all the fuss is about in our playable demo.

4) Hardcore 4x4 – A rolling demo of Gremlin's bizarre off-roader. We thought it was pretty good... see what you think.

The Second issue of *Saturn Power* will bounce around in a friendly fashion on the newsagents shelves from the May 28. Buy it. Please. You'll thank me in the long run, trust me.

Also featuring...

Everything that featured in this magazine, only about a month later.

Tomb Raider 2

It's a common fact that Tina Turner was talking about us when she sang 'Simply the best' and, to prove it, we've got the first part of our exclusive *Tomb Raider 2* diary starting next issue. This is, without a shadow of a doubt, going to be the biggest Saturn release this year and we'll have the first look at the game.

Reloaded

The first game was good enough in its own sweet way, but the sequel should be even better. For lots of reasons. That we don't really know about. And that's why you should pay attention to our review in the next issue, reader person of large wisdom.

Independence Day

A review copy just missed this issue and we've all probably seen the video a couple of times too many by now, so you'll be wanting to know what the game's like, won't you? Nice and helpful review promised next month, promise.

Quake/Duke Nukem

We'll be keeping a close eye on these two and bringing you the latest shots and information direct from Sega themselves.

Top feature!

We're organising the feature of the year as we go behind the scenes with one of the biggest Saturn developers in the world. Find out the full story only in our next issue.

SATURN POWER

ON SALE MAY 28!

Role Play

European RPG enthusiasts usually have little to cheer about. News that *Dragon Force* and *Shining the Holy Ark* are to be released should change this...

NEWS

There's little to report from Sega on the UK front, as *Shining the Holy Ark* is still awaiting release. However, a glimmer of hope surfaces in the announcement that *Dragon Force* MAY just attain a European release after all. Working Designs and Sega are aware of the PAL glitch which surfaces when the import game is played on a UK Saturn, but they are obviously working towards sorting out the problem. There's been no confirmation as yet though.

Working Designs' translation of *Albert Odyssey* has now been confirmed for late April (USA) and is currently in the beta stage of playtesting. The company is also working on their own US-produced game – an RPG called *Serpent's Kiss* which will eventually surface on Saturn and PC. Aside from these projects, Working Designs are also considering *Tengai Makyo* (previewed last issue) which they estimate will take nine months to translate if the job actually goes ahead. We may also see confirmation of a Designs translation of *Langrisser IV* (not yet released in Japan) before long – keep your eyes on this company now that they may finally have UK versions of their games released.

Capcom are releasing the oft-delayed and previously cancelled *Tower of Doom* on Saturn, along with its sequel *Shadow of Mystara* in a double pack. These *D&D* conversions may come on two CDs. Lucasarts also have a US-produced RPG in the works. It's a *Story of Thor* lookalike titled *Herc's Adventures*, in which you fight the usual assortment of monsters from Greek legends in a cartoony, action-based environment. You'll have read elsewhere that *Grandia* from Game Arts has been 'indefinitely delayed'. Not to worry, this does not mean that the game will not be released – in fact it certainly will. Eventually.

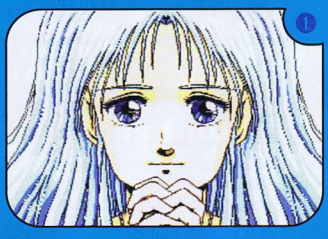
Previews

● **Preview:** Falcom Classics Collection ● **Country of Origin:** Japan ● **Developer:** Falcom
● **Current Status:** Due November in Japan ● **UK release:** Possibly not, but US release likely

Falcom Classics Collection

Following the example set by Gamearts with their re-releases of the Lunar games, Falcom have announced their own classics collection. The one disc set will comprise updated versions of *Ys*, *Dragon Slayer* and *Xanadu*. It's not very clear which installments of each series will be in the package (all three games have numerous sequels), but it's my guess at least that *Ys Book I* and maybe *II* will be present.

In Japan, Falcom are as well known as Enix and Square, though they've never produced a 'next gen' game before – they are famous for their groundbreaking computer based RPGs and CD-ROMs for the PC Engine. *Ys* was the first CD ROM RPG ever, but don't confuse the excellent first installments with the rather poor *Wanderers from Ys* which surfaced on Mega Drive and SNES.



I've played all these games on the PC Engine (*Ys Book 1 & 2* and *Dragon Slayer* both attained US release) and can confirm that they are true classics that certainly live up to today's standards in terms of gameplay and plot. With updated graphics, the effect will be complete.
Rachael Ryan

1 Ys first surfaced in 1987 – the PC Engine CD ROM boasted animated intros. 2 Of course, the graphics left a lot to be desired. 3 *Dragon Slayer* boasted advanced combat for its time.

Gamer

● **Preview:** Airs Adventure ● **Country of Origin:** Japan ● **Developer:** Game Studio
● **Suggested Stockist:** Video Game Centre (01202) 527314 ● **UK release:** Unconfirmed

RPG

Airs Adventure

Airs Adventure has been mentioned before as a possible UK release. Now that I've managed to get my hands on a copy of the Japanese version, I can honestly say that the prospect may be no longer entertained. Because, y'see, *Airs Adventure* isn't terribly good. I can make this rather foregone conclusion with confidence, as I know by now how good RPGs are structured before I can even understand the plot. *Airs Adventure* has plenty of novel twists (now there's a reviewer's cliche for you) but in my opinion it fails to deliver. In an attempt to bring new ideas into play, the designers have completely skipped over the concept of structure within an RPG. That's not to say you won't like *Air's Adventure*, but it's not a game for the old and established.

Airs Adventure has plenty of novel twists (now there's a cliche for you) but fails to deliver

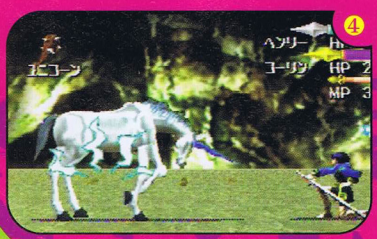
Players control a slender youth called Henry, who is sentenced to death for some heinous crime, though quite what he did is a mystery to me. At the last minute – under the axeman's blade – you are granted a reprieve by the Queen. Naturally though, you have entered into a bargain; the proviso being that you must rescue Princess Colleen from the dragon which enslaves her. This is achieved within an hour of play, and in time it's actually possible to engage in a two-player game, with the second player controlling Colleen herself. Which is good. I was also impressed by the inclusion of Henry's horse, which you can ride at times and actually enter into battle on horseback – the result being that more damage is inflicted on the foe.

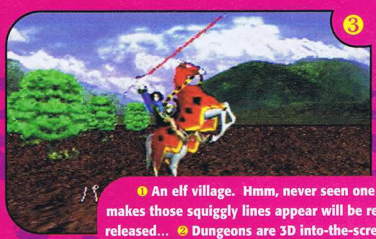
However, problems arise in the battles themselves. You only fight one beast at a time; even packs of enemies will attack in a serial fashion. What's more, the options available are very limited. You can fight, run, use an item, defend or cast an (elemental) attack spell. Wow. The presentation is reminiscent of the battles in *Final Fantasy VII*, boasting 3D combat and similar music, with the hero pulling off his rather stylish (and it has to be said, effeminate) poses at start and finish. Sadly though, the battles are more poor parody than unashamed rip-off. I'd prefer the latter. I mean, come on guys – this just makes the Saturn look bad. Graphics on the map screen and in the villages tell the same story; colours earthy and bland, the characters looking as if cut from of cardboard; merely flat bitmaps standing on a 3D environment. Of course, *Dark Savior* also implemented these methods, but in that they worked...

As always, we'll have a full review should the UK version surface. *Airs Adventure* just may be saved by a good storyline, but do consult the review before you consider a purchase.

Rachael Ryan

SP



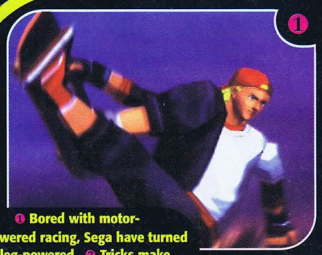


❶ An elf village. Hmm, never seen one of those before. The glitch that makes those squiggly lines appear will be removed should a US or UK version be released... ❷ Dungeons are 3D into-the-screen affairs. ❸ The horse proves useful in combat. ❹ Comment: The princess is a mage in her spare time. Aren't they all?

Those looking for an affordable UK RPG should read about Sega's *Story of Thor* on page 81. Now available at around £25, it's a worthwhile purchase.

Coin Slot

Saturn Power's arcade coverage kicks off with a report from the AOU (Amusement Operator's Union) show, which was recently held in Japan. The event saw the coin-op gaming world's big guns indulging in large bouts of willy-waving, each trying to out-do the other with their leading-edge technology. Photo realism is appeared to be the star of the show with *Scud Race* and *Racing Jam* both looking absolutely brilliant. Needless to say, Sega (and *Saturn Power*) was there at the fore.



❶ Bored with motor-powered racing, Sega have turned to leg-powered. ❷ Tricks make prizes. Or points, at least...

Sega's stand was one of the biggest at AOU, and the four titles taking pride of place were driving extravaganza *Scud Race* (which should be strutting its Model 3-charged stuff at an arcade near you right now), gun game *The House Of The Dead*, footie title *Virtua Striker 2*, and skateboarding sim *Top Skater*.

The *House Of The Dead* is, quite frankly, a shooting game with graphics enough to make even the most hardy arcade-goer's breakfast make an unexpected re-emergence such is its excessively blood-splattery, entrails-spilly nature.

Cast as one Tom Rowgun, it's the player's task to explore a gothic mansion in search of a missing scientist. Standing in your way are a motley crew of *Resident Evil*-style adversaries which are predominantly zombies but also include animals in the form of mad dogs and fang-toothed mutant frogs.

What's especially appealing about your encounters with the mansion's inhabitants is the way you can rip through them with gunfire – it's possible to inflict various types of torso wound on zombies or even blow entire limbs off. The emphasis here is placed on faithfullness to classic horror movies such as *Day Of The Dead*, and the overtly visceral overtones are likely to cause a stir when the coin-op sees the light of day in the west. The game, which runs on Model 2 hardware, looks like being development team AM1's strongest effort to date (following the likes of lacklustre titles such as *Rail Chase 2*).

❶

Virtua Striker 2, the creation of AM1's more world-renowned stablemates, AM2, uses Model 3 hardware, meanwhile, and it uses the technology last seen in *Scud Race* to similarly spectacular graphical effect. While the crux of the gameplay remains merely overhauled rather than re-engineered from the ground up, there are some significant new factors in place: there are now 24 teams to choose from, new stadiums modelled on their real-life counterparts, and improved artificial intelligence at work in the behaviour of the players.

The Model 3 board's so-far-unrivalled capabilities allow for an astounding level of detail, making this the most impressive-looking sports game to date. Each player's kit is rendered with finely detailed touches, while the motion-captured animation is as smooth as a baby's bottom and the vast, intricately realised stadia play host to thousands of excitable fans, some of whom wave polygonal flags as the on-pitch action progresses.

While footie is still not as big a sport as the likes of baseball in Japan, *Virtua Striker 2* was one of AOU's hits, and the game will no doubt find an ever warmer reception here.

Completing the AOU contributions from Sega's

The House of the Dead

❶

❷

❸

❶ 'Oof! There goes me brekky...' ❷ Though zombies constitute the main type of enemy, you'll also come up against rabid dogs and even frogs. ❸ Gruesomely, it's possible to blow right through zombies. Luuurvely.

Top Skater

❶ The flesh-exposing Jill wears Reef footwear... ❷ ... while Ken-ta dons Airwalk 'sneakers'. We're buggered if we know how such precise details affect gameplay, though.

Scud Race

❶ The Model 3 technology gubbins at *Scud Race*'s heart allow for convincing spot graphical effects such as sparks during collisions. Nice. ❷ Why are car game makers so obsessed with aircraft? If they're *that* into winged stuff, why don't they just go off and 'do' a plane game? ❸ The Dodge Viper – but one of Scud's quotient of sexy automobiles. Cronenberg would be proud...

chronologically-monickered development teams was *Top Skater*, from AM3. The game is another custom-cabinet affair, presenting the player with a skateboard-style platform that must be stood on and manoeuvred in order to control one of six varied skateboarding characters (Ash, J, Jill, Ken-ta, Cookie and the rather less street-cred Keith), each kitted out in faithfully realised baggy garb, right down to their modes of footwear, which have actually been licensed from popular skate-shoe companies such as Vans and Airwalk.

Top Skater involves negotiating a number of courses made up of long sections of half-pipes and other areas so popular with the legions of whacked-out 'dudes' who still follow the activity in car parks the world over. As well as completing against the clock, performing tricks is a vital part of gameplay (the more radical the trick, the better the score), something which will prove quite difficult during your first few attempts.

With fast-paced action and an original concept (Atari's crusty old *720°* is the only other skateboarding coin-op in existence), *Top Skater* is likely to be something of a cult hit – not a game that is ever likely to garner the following of something like *Sega Rally*, but one which will be popular with those willing to put in the amount of effort required to get the most out of it.

Sega's Model 2 technology was put to use in another game at AOU – but not one born of Sega's own development bods. *Over Rev* is a racing coin-op that has been created thanks to a licensing deal between Sega and Jaleco (Sega develops the hardware gubbins; Jaleco hands over some cash for the rights to use it – everyone's happy). The game is similar in style to Konami's fabby *GTI Club* (which is in UK arcades now) in that it offers city-based racing environments with teeth-clenchingly narrow streets to negotiate. Needless to say, it's not as tasty-looking as *Scud Race*, but it'll be definitely worth a gander if it makes it into the UK in large numbers.

While we're talking about racing games, special mention must go to Konami's *Racing Jam*, which was presented at AOU in video-only form. Using the company's new PowerPC-based Cobra board, the game looks abso-flaming-lutely barnstorming, with almost photorealistic textures that make its cars and scenery the equal of even *Scud Race*. The proof of the pudding – whether or not it plays as tastily as Sega's new benchmark racer – remains an unknown, but the quality of Konami's recent racing title, *Midnight Run*, bodes well for *Jam*'s future.

Other notable AOU titles included *Armadillo Racing* (a bizarre trackball-controlled racing game where you control – yes – an Armadillo), *Samurai Spirits 64* (the first game to use SNK's new Neo-Geo 64 hardware, shown on video), *Hang Pilot* (Konami's visually extravagant hang-glider sim whose unique cabinet uses two monitors – one to show the view ahead, the other the scenery below), and *Vampire Saviour* (Capcom's third beat-'em-up in the *Dracula* series).

There were the usual quota of 'unusual' (read 'bonkers Japanese') games: Taito's *Densha de Go Go* (a – get this – train-driving simulator, complete with authentic controls) and *Magical Date* (where players indulge in a simulation of romantic encounters with various young laydees); and Tecmo's *Gallop Racer* (a polygonal horse-racing sim). Don't hold your breath waiting for any of these ever making it to the UK...

Tony Mott

❶ Namco's nuttso *Armadillo Racing* sees players, well, racing armadillos, frankly. ❷ The super-sexy *Racing Jam* is one of the first coin-ops to use Konami's new Cobra board... ❸ ... which offers incredible lighting effects. ❹ Capcom's *Vampire Saviour*. ❺ *'Oi loikes Armadillos!'*

Well, we've been and gone and done it now. The gloves are off, the battle begins and it would seem all the heavy armour is resting firmly in our camp. As saddened as we are at our competition's pathetic attempts to rush around like frightened ants, only we can actually promise to deliver an action-packed demo CD each and every month. On top of that, we also think we've managed to produce one of the finest magazines yet. What do you think, though? Anything you'd like to see? Use the survey in this issue and make your voice heard.

Last Orders

Classics of our time

Number 1: Sega Rally

Bit tasty?

It's a classic in every sense of the word. Appeared on the Saturn in January of last year and completely changed out opinion of console racing games.

Oh, and why would that be, then?

Stinking great graphics, fast and smooth, loads of options and tricky challenges to conquer, plenty of hidden stuff (including a complete track, a super-fast car and one of the developer's ghost modes).

But a classic?

Surely. We've had a few driving games since – the updated version of *Daytona* and *Manx TT*, to name just a couple of them – but they all look a bit pasty-faced when you compare them to the dazzling brilliance of *Sega Rally*.

What about the PlayStation, anything better there?

Hah! Nope... they've got the latest in the *Racer* series (*Rage Racer*) and *Porche Challenge*, but you can keep 'em as far as we're concerned (and most of the PlayStation bunch will agree with you, if they're being honest).

All good news then. Anything else?

If you're just about to buy a Saturn then you can get *Sega Rally* along with *Worldwide Soccer* and a machine for 170 quid. Not bad. Also, ring around your local shops, as we found a sale going on in Electronics Boutique and they were flogging it for £20.

Brilliant, I've just bought it.

Ahem... any cheats?

Okay, just this once. To get the Lakeside Course without playing through all the rest, simply press X and Y on the main menu. Also, to nab the Stratos car, press X, Y, Z, Y and X on the main menu again. Holding Y and pressing C to select a course will mirror the course.

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This issue's dedicated to: The most beautiful baby in the world, Eliza Bea Mortlock, who was born at 12:55pm on April 4.

A quick reminder...

Summer's knocking at the door, games are getting better and the second issue of **Saturn Power** will contain some simply stunning features, reviews and exclusives. All that and a superb multi-game CD (for more details see page 93) will be on sale from May 28.

20 Questions... the answers

1) Sonic Team.
2) 11 – including the Superbikes.
3) A sheep... no, honest.
4) Bilan.
5) Magical Hoppers.
6) Scavenger.
7) Rage.
8) Lobotomy, the creators of *Exhumed*.
9) AM1.
10) Fred.
11) *Sega Rally*. Still.
12) NOD and GDI.
13) August.
14) Wales (mainly) although Laura MacGregor featured in Scotland.
15) WARP of Japan.
16) Peter Allis.
17) Des Lynam, John Motson and Andy Gray.
18) Andy Smith. Steve Jarratt launched the original magazine, but it went under the name of S – The Sega Magazine then.
19) Dean Mortlock, and may God have mercy on his blackened soul.
20) Athens.

Good Day, Newsagent Person

Please you could you reserve a copy of the highly desirable Saturn Power for me each and every month, as frankly I'm terrified that they'll all have sold out by the time I can get to you. Oh, and if you put any copies you might have of other Saturn mags behind *Your Dog, Railway Enthusiast Monthly* or something then I'd be very greatful. Thanks. Very much.

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Points of view

In a never ceasing quest to attain perfection we're looking for your advice. Simply fill out this short questionnaire and we'll act on it as soon as we can. We want your advice and to prove it, we'll be giving away a recent release to one lucky person drawn from random. Thanks for your input.

What was your favourite thing about this issue?

_____

What did you dislike most about this issue?

_____

What would you improve about this magazine?

_____

Anything you'd like to see included?

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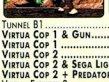
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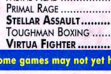

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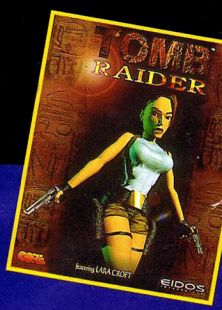

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